

**For space is dark  
... and full of terrors**



**NEW HORIZON**  
**Scenario Pack EX**

# NEW HORIZON

## Scenario Pack EX3.0

New Horizon is a game about humanity's spread into our solar system and the horrors we discover as we go there. It is an exciting mix of Blade Runner universe, Aliens movies, Lovecraftian horror and hard science-fiction.

The scope of New Horizon is contained to a fantastical setting that is still familiar to us – our solar system, from Mercury out to the frontier of the Kuiper Belt. Earth is still the center of the universe, home to all mankind, but millions of people dwell in colonies and space stations spread throughout the solar system and beyond. Spaceships travel between the worlds, using technology that propels them from world to world in a matter of weeks or months, instead of years.

Despite the fact that the nations of the solar system are united in a way never before thought possible, the vast distances that separate the colonies of humanity create a sense of isolation. The journeys through the black are long and lonely. There are many who find this isolation difficult to deal with, especially given the things that now roam in the dark.

Horror takes many forms. It is the uncertainty of survival, the suspense of finding malevolent things among the stars, and fear of the unknown. It is the dread of facing Things That Should Not Be, the revulsion when encountering alien things, and the sickening realization of the wrong and ghastly things that humans are capable of doing to themselves and each other. Horror also arises both from the comprehension that there are scary things beyond our understanding inhabiting our universe and that humanity may be its own worst enemy. Despite all of the technological tools and advances available, they still face terrors like losing control of their own identities, their perceptions, and their mental faculties— not to mention their future as a species.

New Horizon is a couple hundred years into the future. In terms of its influences, the setting is approximately equivalent to the technology presented in such movies as Total Recall, After Earth, Outland, Starship Trooper, Avatar, Elysium, Predator, Doom, Pandorum, Event Horizon or The Expanse TV series.



FOR MATURE AUDIENCES ONLY  
This book is intended for mature readers. It contains  
dark and disturbing content and images.  
Reader discretion is advised.

*DISCLAIMER: This is a collaborative and open source fan-made creative exercise and has not been created for profit or commercial use. The game is intended for entertainment purposes only and is for private use. The texts describing the world of New Horizon are shameless plagiarisms of the Cthulhu Rising website. All logos, names, pictures and texts are registered trademarks and/or copyrights of their respective trademark and copyright holders.*



# The Expendables

A New Horizon scenario pack for PMC or mercenary adventurers.

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# INTRODUCTION

## BOOK STRUCTURE

If you are intending to play in this scenario pack, please do not read any further! From here on, this book is for the Keeper's eyes only.

The Expendables are the very first playtest adventures ever written in January 1999 and February 2000 for the Chtulhu Rising rpg. The first two adventures are short, and very straightforward: get from point A to point B, kill anything in your path. The theme of the five scenarios revolves around illegal experiments and research in biotechnology.

### **Test Facility 3188: Earth (Mount Sikaram)**

The adventure begins after a serious accident during the first test of a Matter Transmitter gates. Instead of opening a portal through F-Space, the MT Gate has opened a rift in space-time into an extra-dimensional space where something ancient and malevolent, stirred.

### **Ground Zero: Luna (Tsiolkovsky Crater)**

The adventure starts after the destruction of Test Facility 3188. The characters are members of a MiliSci SAD Striketeam in charge of destroying the second MT gate site and recovering any technology from the MKC project labs.

### **The Ganymede Job: Ganymede (Nidus Crater)**

On face value it looked like a juicy contract: infiltrate a corporate lab on Ganymede and steal an item of interest to your employers. A simple piece of corporate espionage. You go in, you grab the goods, and you get out. You thought all you had to fear was getting caught. You were wrong. Very wrong...

### **The Pandora's Box: LV-836 (Outer Rim)**

As part of its drive to expand its zone of influence, the ERC has launched an offensive on LV-836, a colony on the edge of the DMZ where Weyland-Yutani has strategic interests that must be preserved and recovered at all costs.

### **The Tragedy Of LV-836: The November (?)**

After being taken prisoner on LV-836 by ERC soldiers and placed in cryo-pods, the PCs are rudely awakened in an apparently abandoned starcraft. The reality of the situation becomes even more terrifying.

## RUNNING THIS PACK

Nothing in this book is holy writ, from which thou shalt not deviate on pain of being stoned to death with dice. Take the missions in this book and do with them as you wish. There are four basic ways to use them.

## Running the Missions As Is

You can just jump straight in using your players' existing characters. All of the missions can be run with minimal preparation on the part of the GM. Just skim the Mission Overview section of each scenario before starting. The missions should each take one to two sessions to play out.

## Running the Missions As One-Shots

If you are not already running a New Horizon game, or just want a change of pace, you can use the pregenerated characters at the end of each chapter and one of these missions to fill a night or two of gaming. One-shots mean you can run the game with the gloves off and run a really horrific game.

## As Part of Your Game

While you can just drop any of these missions into your game, you can make them even better by tailoring them to your Player Characters. If you have got the time, read through the scenarios and alter them to be personally resonant to your group.

## As A Campaign

There is an explicit link between these scenarios and if you run them in the order that they appear in this book, you can treat them as a two-episode mini-campaign. The characters start off as nobodies in the MKC corporation but prove themselves useful to MiliSci if they managed to survive the first adventure.

## PREPARING FOR PLAY

Having read through the scenario pack and gained a good understanding of the key plot and characters, the Keeper is advised to prepare each chapter prior to play. Highlight key headers and sections in the text and, perhaps, prepare memory-jogger notes of the key events, which can be referred to during play.

NPC statistics and monster profiles are gathered together at the close of each of the chapters for ease of reference. It's a good idea to copy/ print these sections out onto separate pages, allowing the Keeper to have them near at hand for quick referral and to avoid flicking back and forth through the book. Likewise, printing out the portraits of the key NPCs to show the players may help the players to differentiate the cast of allies and villains as they go through the adventures.

# TEST FACILITY 3188

by John Ossoway

*The adventure is designed for up to six players, running a mix of corporate soldiers and other base personnel in the employ of the Japanese megacorporation Motokatsu-Kyono Combine (MKC). Keepers should feel free to substitute another mega-corporation for MKC if they so wish.*

## KEEPERS INFORMATION 1

### Introduction

The party shouldn't be too heavily equipped or armed. Allow nothing bigger than squad support weapons and any standard equipment you see fit. It would be advantageous if someone in the group played a pilot and someone a computer specialist. The Comtech should have an electronics tool kit and the Armstech a demolitions kit. Some examples of possible character types are provided in Appendix B at the end of the adventure. The group shouldn't be too heavily armed, although starting weapons and equipment is down to individual Keeper discretion.

## KEEPERS INFORMATION 2

### Adventure Background

The MKC special projects division has made a major breakthrough in applied Foscolian physics: The Matter Transmitter. This device allow matter to be transported instantaneously between two points in Realspace without the usual inaccuracies associated with F-Space travel (see Keepers Information 3). This effect is enabled by the use of two paired Matter Transmitter gates, or MT Gates, one set to 'send', the other to 'receive'. It is essentially a teleporter.



Whether this breakthrough was achieved through purely human research, or through the application of acquired alien technologies is known only to the shadowy MKC Special Projects Executive.

Unfortunately, something has gone wrong. There has been a serious accident at the laboratory during the first live test, and instead of opening a portal through F-Space, the MT Gate has opened a rift in space-time into an extra-dimensional space. Something in this extra-dimensional space, something ancient and malevolent, stirred.

Using the two MT Gates as beacons, creatures have begun to force their way into our world. Test Facility 3188 is all but overrun, and almost everyone slain by these extra-dimensional invaders has risen as undead to swell their ranks.

MKC have had no option but to abandon both sites, and the Special Projects division is deliberating over whether the situation can be contained, or whether the government needs to be informed.

## KEEPERS INFORMATION 3

### The Foscolo Discontinuity

An effect discovered by physicist Hugo Foscolo in the early 22nd century, the Foscolo Discontinuity refers to the warping effect on space-time caused by the interaction of the unique properties of Quantum Foam and intense gravity fields. When harnessed, this effect can be used to create what is termed a Foscolian Traversable Hyperspatial Link that connects two points in space-time through an extra-dimensional region dubbed 'F-Space'.

The Foscolo Drive (or 'F-Drive') is the common name for the type of engine that utilises the effects of the Foscolo Discontinuity to allow spaceships to travel interstellar distances in a relatively short time period.

Due to the topological features of the Foscolian Traversable Hyperspatial Link created by the Foscolo Discontinuity, the opening into F-Space is only accessible from Realspace for a short period and only from a precise angle of approach. Physics work differently in F-Space, allowing spacecraft to travel vast distances in a relatively short time period.

Often there is confusion about the idea that the Foscolo Discontinuity allows superluminal (faster-than-light) space travel. In fact there is no real superluminal travel involved. The time in which the distance was travelled appears faster because the subjective distance is shorter.

The calculations needed to navigate F-Space, which has been described as behaving in some ways like a complex turbulent storm-tossed sea, are almost impossibly complex for the human mind and are calculated using powerful computers developed by Artificial Life Inc.

The major limitation of F-Space travel is positional inaccuracy upon emergence, more commonly known as Emergence Point Variance. F-Space has been described as behaving in some ways like a complex turbulent storm-tossed sea, and the calculation of the exact exit point from F-Space is impossible due to quantum

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currents and eddies. This minimum inaccuracy is fixed regardless of distance travelled (perversely the maximum does increase with distance). Emergence Point Variance is usually measured in AU – generally between 0.001 and 0.7 AU. This minimum error is minimal when compared with a jump of several light-years, but for a short insystem jump renders the jump very difficult and dangerous, but not entirely impossible.

## PLAYERS INFORMATION 1

### Test Facility 3188

Located deep in the side of a mountain range in North-East Asia on Earth is Test Facility 3188, a top secret test site run by the MKC Special Projects Division (see Investigators Handout #1). The laboratory complex on sub-level 9 is the location of the first of the two experimental Matter Transmitter devices.

Test Facility 3188 has a staff of 216, including a small contingent of corporate soldiers.



## THE ADVENTURE 1

### Players Introduction

Read the following text to the players:

*...An explosion rips at the underneath of the freight lift, sending you reeling as an acrid miasma of smoke and dust billows from the vents to fill the already fetid air. The lift motors whine in protest and for a second it seems as if they might fail. You collectively hold your breath and prepare for the worst, but the lift shudders, then continues its ascent from the devastated lower levels of Test Facility 3188.*

*Test Facility 3188 Since starting your journey to the surface, the Facility P.A. system has been broadcasting nothing but garbled radio chatter, screams and a hissing digital noise that is becoming painful to the ears. Suddenly a voice cuts through the noise. It is Mr Asano, Deputy Administrator of Test Facility 3188.*

*"As of 04.32 EST I am assuming control of Test Facility 3188. Administrator Itami is dead. Our security forces have been unable to contain the situation on sub-level 9 where the accident*

*occurred, and as such the security of the rest of this facility has been compromised. I am issuing Emergency Evacuation Order Epsilon 4 – all personnel evacuate the facility immediately using any means necessary. The Facility will be sealed within 30 minutes. I repeat – you have 30 minutes to evacuate the facility. Good luck, and may God be with us all."*

*As Asano finishes his speech, the P.A. system emits a burst of digital noise and returns to its previous broadcast of intermittent radio chatter and the screams of the dying.*

*Doctor Ogura coughs up some blood and waves for your attention. How the good Doctor has made it this far defies all logic. Her lab coat is sticky and dark with her own blood, more of which even now pools on the floor around where she sits, propped up against the lift wall. The dying scientist has to shout to be heard above the P.A. system.*

*"Asano is a fool. As long as the Matter Transmitter is open, those creatures will just keep coming through. We have to stop them, and the only way to do that is to shut the gate down. If you cut through Sub-Level 2 waste-processing, there is a shuttle bay close to a power regulator station. If you can program the power regulator to send a power surge to the labs on sub-level 9, you can overload the systems down there. The automatic safeties will trip and cut the power. Backup power will kick in, but by then the break in power will have closed the portal. Then you can get the shuttle and head for the hills. But one thing we-"*

*Doctor Ogura's last words go unheard, as just then another explosion rocks the lift. The lift tilts crazily and then stops moving. Ionized dust particles fill the air and the lift brakes grate and groan. Looking up, you can see the lift has stopped about 3m short of the pressure doors that lead to the Security Complex on sub-level 2. You'll have to climb up and manually winch the doors open.*

*As you prepare for to climb out of the lift, you realise that sometime in the last few seconds, the good doctor has died...*

## KEEPERS INFORMATION 4

### Sub-Level 2 Security Control (Map 1)

This section of Sub-Level 2 is security control. Anyone wanting access to the 7 sub-levels below this floor, which contain the top secret laboratories has to pass through here. The security personnel put up a valiant fight here, but the extra-dimensional entities defeated them. Many of the corpses of the MKC staff have since risen as zombies, under the control of the invaders...

### Conventions

Unless otherwise stated, the interior of Test Facility 3188 resembles a futuristic industrial bunker – rockcrete tunnels with cables, pipes and conduits running along them, metal bulkheads and pressure doors stencilled with information, lots of strip lighting and yellow/black hazard stripes.

The computer network is badly damaged, and as such no floor-plans of the facility are available, though most doors are labelled.

#### 1. Freight Lift

To the left of the lift doors is a vacuum sealed panel with a keypad. A Computer/Electronic Security check will allow the PCs to hot-wire the doors to open. The doors (1m across each) open part way then the power fails and sparks shower from the console. A 1 m gap has opened between the doors.

##### Listen:

(if the P.A. System in the lift is silenced) reveals the hum of computer consoles, and moaning (zombie personnel).

#### 2. Security Checkpoint

This L-shaped room is on 2 levels. The freight lift opens into the lower area (b), where there are lots of desks and computer consoles etc. All personnel using the freight lift must pass through this checkpoint.

##### Occupants:

See below.

##### 2a. Reception

The floor and chairs in here are covered in broken glass from the windows along the upper south wall (2b). At the end of this long room are two flights of steps facing each other. 3x corpses of MKC technical staff lie on the floor in grotesque positions. They are all mutilated and stripped naked.

SAN: 0/1.

##### 2b. Control

The bank of windows overlooking (b) have been shot out or smashed. Desks are covered in glass and shot out computer terminals, which are still sparking and smoking. A small electrical fire burns under one of the desks.

The lighting strobes continuously, creating a stop-motion effect.

##### Occupants:

4x Type I Zombies stand over the dead body of a MKC soldier. They are unarmed but their hands appear to have mutated and look claw-like. If any PCs enter this area the Zombies will immediately began shambling towards them to attack (which looks cool under strobing lights). The dead soldier wears a flak jacket, and is armed with a pistol.

#### 2c. Security Door

This security door isn't locked.

#### 2d. Security Door

Large letters stencilled on door read Waste Processing. The door is locked, armoured and pressurised. It is accessible only with the security pass carried by the dead officer in (10). A Special Electronics roll will bypass the security measures, but will trip a silent alarm in (10) and bring the enemy running.

#### 3. Corridor

Comprising seamed metal and steel bulkheads. Flicking, sparking lights provide dim, erratic illumination.

#### 4. Outer Office

The light in this room flickers strobe-like and buzzes. Desks and computer consoles. Filing cabinets for disks. 2x dead clerks lie on the floor, naked and their eyes ripped out. The walls are smeared with blood.

SAN: 0/1 d3.

#### 5. Inner Office

A sign on door reads Duty Sergeant. The lighting is the same as in the outer office. The duty sergeant is sat at his desk here. His head is missing. The only way to identify his body is by his name tag (Sergeant Shinobi) and dogtags. His desk is covered in blood.

##### Search:

A map behind the desk shows part of the North-East Asia. On the wall below the map is a Katana (damage 1d10+1).

##### Spot:

Bloody, bestial pawprints are on the walls and floor.

SAN: 0/1 d3.

#### 6. Storage

Stacks of dark green plastic cryo-crates contain computer hardware. All are sealed with electronic locks.

##### Search:

A search of this room will find the following equipment that might be of use to the PCs:

- 1x Electronics tool kit
- 1x Portable power supply unit plus a universal adaptor
- 1x Halon fire extinguisher
- 1x Respirator mask and 50 minute air tank
- 1x Fire axe
- 1x First aid kit
- 1x Fire blanket



### 7. Armoury

The door here is marked Armoury: Authorised Personnel Only. The door has been ripped open and is covered in deep gouge marks (claw marks?).

#### Search:

Inside is a mess. A 10 minute search will salvage the following:

- 1x Shotgun
- 2x Riot Guns
- 3x 8mm pistols
- 2x Smoke grenades
- 1x M25A1 Combat Rifle
- 4x Taser pistols
- 5x Taser magazines
- 43 shotgun cartridges
- 5x Riot Gun magazines: 1x Baton, 3x Shock
- 2x M25 magazines
- 7x 8mm pistol magazines
- 200 rounds of 8mm ammunition
- 1 x set of Riot Armour (6AP)
- 5x short range communicators
- 1 x Locator device
- 5x sets of wristlocks

### 8. Corridor

These corridors are narrow and dimly lit. Occupants:

Patrolled by 1x Zombie Type II, armed with an 8mm pistol.

### 9. Main Entrance

An explosion has caused a cave-in here. Beyond the cave-in was a sloping tunnel up into sub-level 1, and the main entrance out of the facility. It is blocked by hundreds of tons of rubble.

#### Occupants:

There are 2x Type II Zombies here, armed with 8mm pistols.

### 10. Security Control Centre

Large open-plan chamber. One wall is covered in LCD screens, which are currently inactive. Desks, computer terminals, blue crates (containing cold-stored CPUs), and other office furniture are strewn about. Bullet holes pock mark the walls. 6x Zombies are busy dragging corpses into a pile in the middle of the room. Two more are pawing at a closed door at the back of the room.

SAN: 0/1 d3.

#### Search:

One of the corpses is a MKC soldier, and wears officers rank. If searched a security pass on a plastic cord will be found around his neck. This opens the security door at (2d) that leads to Waste Processing.

#### Occupants:

As described above, 8x Type I Zombies.

### 11. Power Room

This small chamber has access consoles to control the power to this level of the facility. There are currently lots of red flashing lights as Beta Level is currently running on emergency power.

#### Occupants:

Hanako Kogura, a female admin clerk, is hiding in here. She ran inside and locked the door as soon as all hell broke loose out in Tactical Command. She is very scared and not much use to the PCs.

### 12. Corridor

Upon opening the security door (2d), the PCs will see a big pool of blood, from which a trail leads down the corridor, as if someone or something dragged themselves away.

### 13. Ante-Chamber

There is a pressure door here leading down into Waste Processing.

#### Occupants:

2x Ghosts mill about here.

### 14. The Walkway

This room is lit by red emergency lighting. A walkway leads over hissing toxic waste. Bulky industrial equipment and piping protrude from the walls and ceiling.

#### Occupants:

An entrance at the far end of the walkway is guarded by 3x Grunts, armed with M25A1 Combat Rifles.

### 15. Walkway

The entrance lead out onto a narrow catwalk around the ceiling of the powerplant. Stairs lead down into the room (17). In the centre of the room is the main power regulator for this part of the Facility.

### 16. The Carrier

Dark, cold storage room. Crates contain various machine parts for the power plant. Listen:

A whimpering noise can be heard coming from behind the crates.

### Occupants:

Hayato, an MKC technician is crouched behind some crates here. His body is distended and strangely distorted beneath his clothes. If approached he will cry out 'I can feel them under my skin, help me...' before the Parasites begin hatching... 1d6+1 Parasites will hatch, one each combat round after this point.



## KEEPERS INFORMATION 3

### Waste Processing (Map 2)

To reach the Power Regulator Control Room, and the shuttle bay, the PCs must first navigate their way through Waste Processing.

#### 17. Hydraulic Power Sub-Station

A dark 8m x 8m room with a 10m high ceiling, bathed in red emergency lighting. In the centre of the room is a hexagonal column with embedded computer terminals that display various warning messages. A successful Computer Operation check here will allow partial power to be restored, allowing the doors and lift to work.

Plastic crates (containing unremarkable machine parts) are piled high against one wall. There is a walkway from (15) that runs around the walls close to the ceiling. The hydraulic power to the doors and lifts out of this room are offline.

### Occupants:

2x Ghosts hide in the shadows beneath the stairs from (15).

#### 18. Sub-Chamber

Dimly lit room, 6m x 4m. There are several corpses littering the floor. One wears the white lab coat of a scientist.

### Search:

The dead scientist is female. She wears the remains of a lab coat and carries a body pistol. There are two empty magazines lying next to her corpse. There are 3 zombie corpses in here with her, each shot in the head to destroy the attached parasite.

#### 19. Access Lift: Maintenance

This maintenance lift goes down to each sublevel, and allows maintenance crews access to the laboratories. The doors are jammed shut. Inside is a mass of debris, as if the lift assembly above has fallen into the shaft, blocking it completely.

#### 20. Ante-Chamber

Small chamber with a low roof. Crammed with machinery, crates, blinking computer consoles and such.

#### 21. Waste Processing Central

Large open room, light filters in from vents high up in the ceiling (the ceiling is covered in pipes and tubes that hiss as they release steam). Whole place looks very industrial.

#### 21a. Bridge Control

Controls to extend the bridge across the toxic waste. Undead MKC personnel mill about here.

### Occupants:

8x Type II Zombies armed with a variety of weapons (Keepers discretion – pistols, clubs, shotguns...).

#### 21b. Hidden Guard

### Occupants:

1x Grunt armed with a shotgun hides here.

#### 21c. Bridge

A retractable metal bridge across toxic waste storage. Controlled from (a).

#### 21d. Toxic Waste

Green toxic waste fizzes and hisses. Acidic.

#### 21e. Storage Crates

Large metal drums contain toxic waste.

#### 21f. Hidden Cache

There is a dead MKC soldier in here, lying in a pool of her own blood. Lying next to her is a loaded SADAR-18, a pistol, 2x grenades, a submachine gun with 13 round left in the clip, 2x MG clips and a pair of IR goggles. She wears charred combat armour (abdomen section ruined – no helmet present either). A First Aid check will reveal that she bled to death after taking shrapnel damage to her abdomen.

#### 22. Access Corridor to Freightlift

The pressure door here is marked Freight Lift 24. Unremarkable 3m wide corridor. The high ceiling disappears into shadows and the whole place is bathed in emergency red lighting.

### Spot:

Scrape marks on metal floor shows heavy traffic (crates etc) passes through here. A wide ramp leads down to (25).

### Occupants:

1x Interloper hides in the ceiling shadows, and will drop on unsuspecting PCs. It has been happily running amok on Beta Level, killing and infecting everyone it has encountered.

### 23. Freight Lift 24

10m x 10m octagonal freight lift which goes up to (24).



## KEEPERS INFORMATION 4

### Power Regulator Heat Exchanger (Map 3)

Power from the fusion reactor, which is buried several km away from the facility, is regulated and controlled from here.

### 24. Security Checkpoint

The freight lift opens into a roughly square room about 6m x 6m. A security desk sits against the east wall. White noise fills the air from the communications unit behind the desk.

### Search:

There is a lot of blood behind the desk, but not body. A bank of vid-screens mostly show static, with the following exceptions:

### Power Regulator Control

This view of the command centre shows lots of zombies milling around a room filled with desks and computer terminals.

### The Power Regulator Coupling Itself

A big high-tech looking device which looks like a cross between a turbine and an oversized electricity substation.

### The main entrance (9)

Outside the main entrance lie lots of corpses. It looks like MKC aren't taking any chances with infection escaping. The entrance itself is choked with rubble.

### 25. Power Regulator Heat Exchanger

The corridor from (24) opens out into the night air - a large natural crater approximately 50m across, with steep 30m high rock walls. Everything is covered in a light frost.

### 25a. Rock fall

A jumble of fallen rocks lie here. They are innocuous, but will provide cover from the Warbot (25e).

### 25b. The Heat Exchanger

The Heat Exchanger is an octagonal expanse of ceramic heat-sinks, each 1m across and 3m high. The heat sinks hiss and steam as they expel excess heat from the power conduit below into the cold night air. The entire unit is approximately 20m across.

### 25c. The Android

Lying in amongst the heat sinks is Nagano, a 3rd generation corporate model android. Nagano is damaged – she was with the group of soldiers trying to get to the hangar bay (39) who were cut down by the Warbot (25e). She took a burst of 10mm SLAP rounds to her legs, and the actuators are damaged, which means she cannot walk without help. Nagano is programmed as a technician, and will assist any MKC personnel to the best of her abilities.

### 25d. The Corpses

The corpses of MKC personnel lie about. It looks as if they were cut down by automatic fire while running.

### 25e. The Warbot

Mobile autonomous military A.I. with offensive capabilities have been illegal under UEF law ever since the Tau Ceti War ended in 2140. The Colonial Act clearly stated that all examples of such technology must be put beyond use within 15 years of the act being signed. It appears MKC didn't listen. This Type VI Warbot has been in cold storage at Test Facility 3188 for over a century, and was reactivated during the emergency. It is malfunctioning, and shooting anyone it sees who emerges from Waste Processing (24).

### 25f. The Tunnel

Behind the Warbot is the tunnel which leads to Power Regulator Control.

### 26. A Grim Reception

The walls of the dimly lit tunnel are peppered with hits from small arms fire. Exposed wiring sparks and small electrical fires flicker. The tunnel runs for 10m then opens into a 10m x 8m chamber, filled with the corpses of MKC security personnel. Another tunnel leads to the freight lift (27) which goes down to the Power Regulator Control section.

#### Search:

There are 5 corpses of MKC security personnel here. All are wearing Riot Armour and carrying Combat Rifles, 10mm pistols and stun grenades.



## KEEPERS INFORMATION 4

### Power Regular Control (Map 4)

This section contains the primary power regulator for Test Facility 3188. There is also a hangar bay containing a shuttle prepped for takeoff. The PCs could carry out Doctor Ogura's last request and send a power surge to the labs on Sub-Level 9, or just bug out and call it even...

### 27. Another Freight Lift

This octagonal lift is approximately 10m across, the walls covered in masses of cables and wires running vertically. Controls are mounted on a small pedestal. The lift shaft drops 50m to the loading bay (28).

### 28. Storage/Loading Bay

This irregularly shaped chamber is 10m across and filled with large crates all stamped with the MKC corporate logo. Sounds echo loudly.

#### Listen:

A moaning (zombie-like) can be heard coming from (28b).

### 28a. Storage Area

Large crates all stamped with the MKC corporate logo are stacked at the north end of the chamber. 2x Power Loaders (like in Aliens) are parked against the east wall. A Powered Armour check is required to operate these.

### 28b. Main Loading Bay

Similar to (28a) except that there is a staircase at the west end and large double doors at the east end.

#### Occupants:

2x Type II Zombies mills around in here, armed with makeshift clubs.

### 28c. Staircase

Leads up to a door marked 'Power Regulator - Authorised Personnel Only'.

### 28d. Hangar Doors

Large hangar doors stencilled 'Shuttle Bay 8'. They are locked (see 39).

### 29. Reception

There are corpses on the floor of this room. A vending machine lies smashed, and snacks are scattered across the floor. A sign above a corridor that disappears to the north reads 'Observation Gallery'. Lift doors in the west wall stand open.

#### Search:

If the corpses are examined Parasites will be found hiding underneath them. If not examined, they will animate once the PCs have passed on their way to the control room. The lift shaft is open and there is no sign of a lift. Once the PCs have passed, a Tentacled Horror will climb up the shaft and attack any who pass.

#### Occupants:

4x possible Type I Zombies plus a Tentacled Horror.

### 30. Observation Gallery

This corridor has windows (armoured glass) along the west wall, that overlook the Power Regulator room 15m below. The device is a large high-tech looking device which is a cross between a power station turbine and an oversized electricity substation.

### 31. Emergency Station

This area contains emergency equipment should technical crews need to access the power regulator machinery. It also contains a computer terminal which provides diagnostic readouts from the regulator, and controls to lock/unlock the access door to (32).

#### Search:

A locker contains the following equipment:

- 2x Hazardous Environment Suits
- 2x Electronic Tool Kits
- 1x 30m coil of rope
- 1x Medkit
- 1x Fire axe
- 1x Fire blanket



- 2x Halon fire extinguishers
- 2x Short range comlinks
- 2x Lights

The door opposite is electronically locked and pressurised, with lots of scary warning signs all over it. It can be opened from the terminal at (31). In the event of a power cut, it can be hand-cranked via a manual crank in a box next to the door. This takes at least 5 minutes.

If PCs get the wrong idea and think they have to go into the Power Regulator room itself, let them make an Idea check – this will allow them to remember that they can control the Power Regulator via the Control Centre (33).

### 32. The Power Regulator

A set of metal stairs from (31) leads down to the Power Regulator room floor 15m below. Any PC entering this room without wearing protective equipment runs the risk of exposure to radiation of powerful electromagnetic fields.

### 33. Power Regulator Control Centre

The command centre is dimly lit with red emergency lighting. It is a large L-shaped chamber filled with 2x rows of desks, covered in banks of flickering computer terminals. Many of the computer screens show scary looking error messages, and garbled radio chatter and static emanates from an unseen P.A. system.

#### Search:

The computer systems are offline. An Idea or Computer Operation check will allow a PC to realise that maybe they will be able to do what they came to do via the server room.

#### Occupants:

4x Type I Zombies mill around in here.

### 34. Server Room

Locked from the inside. Ando, a low level systems tech is hiding in here. The server room has a terminal that is still operational, from which a skilled computer tech can take control of the Power Regulator, and cause a power surge to build. A Computer Programming check at +15% is required. Allow a +10% bonus for every extra 10 minutes spent.

#### Occupants:

Ando the systems technician.

### 35. Outer Office

The sign on the door reads 'Mr Tarumi: Power Regulator Overseer'. Inside is the office of his receptionist, Miss Marugo. It is a typical receptionist office – desk and computer terminal, potted plant with UV lamp etc etc. A door from here leads into Mr Tarumi's office.

### 36. Mr Tarumi's Office

Of Mr Tarumi there is no sign. Miss Marugo however is crouched behind his desk. She is a Type II Zombie.

#### Occupants:

Miss Marugo, a Type II Zombie.

### 37. Meeting Room

A circular wooden table fills the middle of this room, surrounded by chairs. An LCD screen on the north wall plays MKC promotional videos, interrupted intermittently by static.

Lying on the table, face up, is the bloody corpse of Mr Tarumi. His heart and eyes have been removed and are missing. Lots of unknown symbols have been written all over the walls in Mr Tarumi's blood.

SAN: 1/1d4.

### 38. Storage

A storeroom containing spare computer parts, stationary etc.

### 39. Shuttle Bay 8

The big shuttle bay doors from (28) are locked, but can be hot-wired with a successful Electronics check.

Sat in the 12m x 12m chamber beyond the doors is an orbital shuttle, fuelled and ready to go. Takeoff prep will take 10 minutes. Large crates all stamped with the MKC corporate logo are stacked at the south wall.

#### Occupants:

A Spawn lurks on the ceiling here.

### 40. Launch Tunnel

The Launch tunnel emerges after 100m out the side of a cliff face in the mountains of northeastern Asia.

#### Occupants:

None, unless you're feeling like the PCs have had an easy ride, then an Interloper drops on the shuttle as it taxis out for take off...

THE END.

## ACKNOWLEDGMENTS

Many hours playing First Person Shooter games inspired the creation of this adventure. The initial inspiration for this adventure comes from an obscure Quake level called 'Mars Base'.

Doom 3 has to have a name-check for the atmospherics, and I got the idea for the Parasites from the Head-crabs in the computer game Half-life.

## APPENDIX A: DRAMATIS PERSONAE

### That's monsters to you and me!

Stats for the friends and foes the players will encounter as they fight to escape from Test Facility 3188.

Statistical profiles are gathered here to enable the Keeper to copy or print out these pages separately from the campaign to provide a handy reference when running this chapter.

### PARASITE

#### Extra-terrene demonic creature

Extra-terrene brain-suckers, resembling large beetles with bloated abdomens. Parasites are the first wave of the invasion. They are numerous and their primary goal is to attach to a suitable host, rendering the unfortunate individual a mindless zombie-like being.

STR: 03      Move: 2  
CON: 06      HP: 7  
SIZ: 01      Dex SR: 2  
INT: 02      DB: +0  
POW: 03  
DEX: 16  
HF: 0/1 first time seeing one.

ATTACKS:	ROF	A%	PV	DAM
Bite	1	50	+0	1d3+1+db*

\*When a bite attack succeeds, the parasite injects a probe into the victim's spinal cord, which bifurcates and grow and spread throughout the host, whereupon it takes control of the victim's body. Each round after the probe is inserted the victim loses 1d3 total HP and must make a CONx1% roll to be able to do anything other than writhe around in agony. Once the victim dies, the corpse animates as a Type I Zombie. After 1d3+1 hours, it becomes a Type II Zombie.

#### Armour:

None.

### ZOMBIE, TYPE I

#### Undead corpses of non-military personnel

The corpses of non-military personnel at the Test Facility who have been recently animated by a Parasite. The Parasite has not yet established fine motor control, and as such Type I Zombies shamle and stagger. Zombies only know how to kill. They do not know the concept of surrender or retreat.

STR: 14      Move: 3  
CON: 14      HP: 26  
SIZ: 12      Dex SR: 3  
INT: 09      DB: +1D4  
POW: 12  
DEX: 05  
BRA: N/A  
HF: 0/1d2 first time seeing one.

ATTACKS:	ROF	A%	PV	DAM
Claw	1	30	+0	1d3+db
Bite	1	40	+0	1d3+1+db*

\*Poison causes extra 1d10 damage unless CONx5% rolled.

#### Armour:

Most have 1AP clothing, some wear Flat Jacket (4AP).

#### Notes:

Zombies cannot die or be incapacitated – only be hacked or blown apart. Projectile weapons deal a maximum of 1 HP damage after armour is penetrated. Zombies eventually regenerate if only knocked to the ground (zero hit points without being destroyed). Their poison bite causes extra 1d10 damage unless CONx5% is rolled.

### ZOMBIE, TYPE II

#### Customized serial killers

After several hours, the Parasites are able to control a host body with much greater dexterity, allowing actions such as aiming and firing projectile weapons. Their corpses have had probes inserted into their pleasure centres, wired up so when they kill someone, they get paroxysms of ecstasy.

STR: 14      Move: 3  
CON: 14      HP: 26  
SIZ: 12      Dex SR: 3  
INT: 09      DB: +1D4  
POW: 12  
DEX: 10  
BRA: N/A  
HF: 1/1d3 first time seeing one.

ATTACKS:	ROF	A%	PV	DAM
M11P Pistol	3	45	+0	1d10+2
Bite	1	40	+0	1d3+1+db*

\*Poison causes extra 1d10 damage unless CONx5% rolled.

#### Armour:

Most have 1AP clothing, some wear personal body armour (4AP).

## ZOMBIE, TYPE III ('GRUNT')

### Undead soldier

Essentially Type II Zombies, Grunts were MKC corporate soldiers before they died, so are outfitted with better armour and have nastier weapons.

STR: 16 Move: 3  
CON: 15 HP: 28  
SIZ: 13 Dex SR: 3  
INT: 11 DB: +1D4  
POW: 12  
DEX: 14  
BRA: N/A  
HF: 1/1d3 first time seeing one.

ATTACKS:	ROF	A%	PV	DAM
ACR Cmbt Rifle	3/5/10	45	+0	2d8+2
Combat Shotgun	3	45	+0	4d6+2/2d6+1
Bite	1	40	+0	1d3+1+db*

\*Poison causes extra 1d10 damage unless CONx5% rolled.

### Armour:

Riot Armour (6AP) or Combat Armour (8AP)

## GHAST

### Lesser independent race

Ghasts inhabit caverns where sunlight never comes. These have arrived in our dimension from another, attracted by the smell of blood.

STR: 23 Move: 10  
CON: 14 HP: 40  
SIZ: 26 Dex SR: 3  
INT: 04 DB: +2D6  
POW: 11  
DEX: 13  
BRA: 12  
HF: 0/1d8 first time seeing one.

ATTACKS:	ROF	A%	PV	DAM
Bite	1	40	+0	1d10+db
Claw	1	45	+0	1d6+db

### Armour:

None.

### Skills:

Dodge 35%, Stealth 70%.



## THE INTERLOPER

### Extra-terrene demonic creature

One of the extra-dimensional invaders, Interlopers are horrible, squamous creatures: part reptile, part insect, part batrachian, and all nightmare.

STR: 30 Move: 4  
CON: 30 HP: 60  
SIZ: 30 Dex SR: 2  
INT: 08 DB: +2D6  
POW: 14  
DEX: 16  
BRA: 15  
HF: 1d3/1d6

ATTACKS:	ROF	A%	PV	DAM
Tongue	1	50	+0	1d6+2*
Bite	1	40	+0	1d10+db
Claw	1	45	+0	1d6+db

\*The Interloper can climb walls and grip to ceilings like a gecko. It has a prehensile tail, and a tongue that is coated in small poisoned barbs (POT10 poison). It also sheds Parasites from an egg sack under its tail. Interlopers can also jump 20m vertical and 30m horizontal

### Armour:

Tough skin (6AP)

## THE WARBOT

### Bot with a licence to kill

This Type VI Warbot has been in cold storage at Test Facility 3188 for over a century, and was reactivated during the emergency. It is malfunctioning, and shooting anyone it sees who emerges from Waste Processing.

STR: 30 Move: 4  
STU: 30 HP: 48  
SIZ: 18 Dex SR: 3  
INT: 08  
EDU: 02  
DEX: 14

ATTACKS:	ROF	A%	PV	DAM
M29 TAR	3/5/10	50	+2	2d8
Grenade	1	50	+0	Frag/Gas
Flame thrower	3	50	+0	3d6
Grapple	1	60	+0	1d6+2d6

### Armour:

15 AP

## THE TENTACLED HORROR

### Extra-terrene demonic creature

All the PCs will see of this creature is a writhing and squirming mass of tentacles and tendrils that grasp and grapple, while an unearthly moaning emanates from its unseen maw, somewhere down the dark pit of the lift shaft. It cannot be completely destroyed, but it is blind. If PCs make a Sneak check they can get past unharmed.

STR: 30      Move: n/a  
CON: 20      HP: 50  
SIZ: 30      Dex SR: 3  
INT: 04      DB: +2D6  
POW: 12  
DEX: 12  
BRA: 13  
HF: 1d3/1d6

ATTACKS:	ROF	A%	PV	DAM
Tentacle	6	50	+0	1d8+db
Claws	2	50	+0	1d6+db

#### Armour:

The Tentacled Horror has thick rubbery hide on its tentacles that protects for 8 AP.

#### Notes:

The Tentacles Horror cannot be slain by the PCs. They must figure out a way to get by, perhaps by distracting or stunning it in some way.

## SPAWN

### Merrily bouncing blob of semi-intelligent raw chaos ooze

STR: n/a      Move: 3  
CON: 40      HP: 50  
SIZ: 10      Dex SR: 2  
INT: 03  
POW: 12  
DEX: 16  
BRA: N/A  
HF: 0/1d2 first time seeing one.

ATTACKS:	ROF	A%	PV	DAM
Envelope	1	50	+0	1d8*

\*This damage destroys armour.

#### Armour:

Hide (5AP)

#### Notes:

If reduced to zero HP, the Spawn explodes, splattering everyone within a 3m radius with acidic body parts. Those in range are hit by 1d3 acid splashes – as for envelope attack.

## NAGANO

### MKC corporate android

Nagano is a 3rd generation corporate model android. She is damaged – she was with the group of soldiers trying to get to the hangar bay (39) who were cut down by the Warbot (25e). She took a burst of 10mm SLAP rounds to her legs, and the actuators are damaged, which means she cannot walk without help. Nagano is programmed as a technician, and will assist any MKC personnel to the best of her abilities. She is written into the adventure to provide aid in the form of information and/or to plug any skill gaps for the players should they be required.

STR: 14 (13)      Move: 3 (1)  
CON: 10      HP: 20 (12)  
SIZ: 10      Dex SR: 2  
INT: 16      DB: +0  
EDU: 16      STA: 70  
DEX: 16  
APP: 13  
BRA: 13

ATTACKS:	ROF	A%	PV	DAM
n/a				

#### Armour:

Nagano wears Personal Body Armour (4AP) on her chest and abdomen.

#### Skills:

Nagano has: 3x specialist skills at 75%; 5x secondary skills at 50%. EDUx10% to distribute amongst 5x tertiary skills at Keepers discretion.

#### Notes:

Ever since Artificial Life Inc sold their patent in 2164, androids have been constructed by almost ever major corporation so their exact stats vary.

Corporate androids are Third Gens, and usually fulfill roles such as aerospace piloting, scientific research, medical staff, as well as being used for the exploration of hazardous environments. In addition, ITC law dictates that all deep space vessels carry an android 'Caretaker' on board, in case there are any emergencies whilst the human crew are in cryosleep.





## APPENDIX B: SAMPLE PREGENS

Some ideas for player characters to be used with this adventure.

### SEBASTIAN HIROTA

#### The Corporate Executive, Male aged 35

STR: 14      Move: 3  
CON: 15      HP: 29  
SIZ: 14      Dex SR: 3  
INT: 16      DB: +1d4  
POW: 13      SAN: 75  
DEX: 14  
APP: 13  
BRA: 11



ATTACKS:	ROF	A%	PV	DAM
VP78 Pistol	3/A3	35	+0	1d8+1

#### Armour:

Personal Body Armor 4pts

#### Skills:

Bribery: 45%, Seduction: 55%, Administration: 40%, Law: 35%, Data analysis: 40%, Insight: 45%, Computer Operation: 35%.

#### Notes:

A junior special projects officer, recently assigned to the facility on temporary secondment from Tokyo. Hirota is in way out of his depth, and is willing to sacrifice everyone around him if necessary to make sure he gets out of Test Facility 3188 alive.

### AIKO MISHIMA

#### The Corporal, Female aged 34

STR: 13      Move: 3  
CON: 14      HP: 27  
SIZ: 13      Dex SR: 3  
INT: 12      DB: +1d4  
POW: 14      SAN: 58  
DEX: 15  
APP: 13  
BRA: 14



ATTACKS:	ROF	A%	PV	DAM
Unarmed Cmbt	1	55	+0	2d3+db
Knife	1	40	+0	1d4+2+db
IMI-V Pistol	3	55	+0	1d10+1d6
NSG 23 Rifle	3/5/10	70	+0	2d8+2

#### Armour:

Combat Body Armor 8pts

#### Augmentation:

Auto-Injector (Combat Drug x2, Emotion Inhibitor)

#### Skills:

Alertness: 55%, Dodge: 45%, Listen: 35%, Drive: 40%, Spot Hidden: 45%, Interrogation 40%, Leader 45%, Tactics 55%.

#### Notes:

Corporal Aiko Mishima is an ex-colonial marine who mustered out after the Colonial Wars ended 11 years ago. She has worked a string of mercenary contracts, until she took employment with MKC's private security arm 3 years ago. Mishima fought the invaders on sub-level 8. Only her and private Konyo made it out alive from their platoon. As far as she is aware, Mishima is the most senior member of her platoon still alive. Her nerves are frayed, but she is putting on a brave face for the benefit of the other survivors.

### JAMES KONYO

#### The Private, Male aged 24

STR: 14      Move: 3  
CON: 13      HP: 27  
SIZ: 14      Dex SR: 3  
INT: 12      DB: +1d4  
POW: 11      SAN: 47  
DEX: 13  
APP: 11  
BRA: 14



ATTACKS:	ROF	A%	PV	DAM
Unarmed Cmbt	1	45	+0	2d3+db
Knife	1	40	+0	1d4+2+db
IMI-V Pistol	3	45	+0	1d10+1d6
NSG 23 Rifle	3	50	+0	2d8+2

#### Armour:

Combat Body Armor 8pts

#### Skills:

Alertness: 45%, Dodge: 35%, Listen: 35%, Drive: 30%, Spot Hidden: 55%, Throw: 50%, Demolition: 40%.

#### Notes:

Private James Konyo is a MKC corporate soldier, who has worked for MKC's private security arm since mustering out of the United Earth Armed Forces infantry 14 months ago. All his buddies are dead, or worse. He just wants to get out of this mess alive. So far Corporal Mishima hasn't put a foot wrong, and he intends sticking to her like glue. She'll get him out.

### DR. BUNZO SOBA

#### The Scientist, Male aged 36

STR: 11      Move: 3  
CON: 12      HP: 26  
SIZ: 14      Dex SR: 3  
INT: 18      DB: +1d4  
POW: 14      SAN: 70  
DEX: 13  
APP: 12  
BRA: 15



ATTACKS:	ROF	A%	PV	DAM
VP78 Pistol	3/A3	30	+0	1d8+1

## NEW HORIZON, scenario pack EX3.0

### Armour:

Personal Body Armor 4pts

### Skills:

Computer Operation: 55%, Data Analysis: 50%, Biology: 60%, Chemistry: 60%, Medicine 55%, First Aid: 40%.

### Notes:

8 months ago, Doctor Bunzo Soba was assigned to the top secret bio-dome project on sub-level 4. The project concerns the genetic manipulation of crop and animal genes for a variety of planetary conditions, including artificial habitats. The Doctor's speciality is biology and chemistry, but he has a grounding in medical science too. Doctor Soba was arguing with a courier pilot about a damaged delivery of centrifuges when the accident occurred.

## HAN KITANO

### The Computer Technician, Male aged 28

STR: 12      Move: 3  
CON: 13      HP: 28  
SIZ: 15      Dex SR: 3  
INT: 16      DB: +1d4  
POW: 13      SAN: 65  
DEX: 12  
APP: 12  
BRA: 13



ATTACKS:	ROF	A%	PV	DAM
Unarmed Cmbt	1	35	+0	2d3+db
Knife	1	30	+0	1d4+2+db
IMI-V Pistol	3	35	+0	1d10+1d6
NSG 23 Rifle	3/5/10	40	+0	2d8+2

### Armour:

Combat Body Armor 8pts

### Augmentation:

Skillwire Expert System

### Skills:

Administration: 35%; Computer Programming: 40%, Security: 35%; Data Analysis: 45%; Electronics Comms: 55%, Security: 40%, Systems: 30%.

### Notes:

Han Kitano is a typical sysadmin guy. He was pulling a long shift overhauling a network router on sublevel 4 in Doctor Soba's lab when the accident occurred. Kitano is a big fan of online VR games, including Zombie Planet, made by GGL Corp's games subsidiary FPS. This whole situation would be so cool, if it wasn't so life threatening...

## KATSUMI MIZAKI

### The Pilot, Female aged 29

STR: 12      Move: 3  
CON: 15      HP: 28  
SIZ: 13      Dex SR: 2  
INT: 15      DB: +1d4  
POW: 13      SAN: 65  
DEX: 17  
APP: 14  
BRA: 16



ATTACKS:	ROF	A%	PV	DAM
Unarmed Cmbt	1	35	+0	2d3+db
IMI-V Pistol	3	35	+0	1d10+1d6

### Armour:

Riot Body Armor 6pts

### Skills:

Astrogation: 20%; Electronics Comms: 30%; Gunnery: 25%; Mechanical Aerospace: 30%; Navigation: 30%; Pilot Aerospace: 55%, Space Craft: 45%; Physics: 35%; Spot Hidden: 40%.

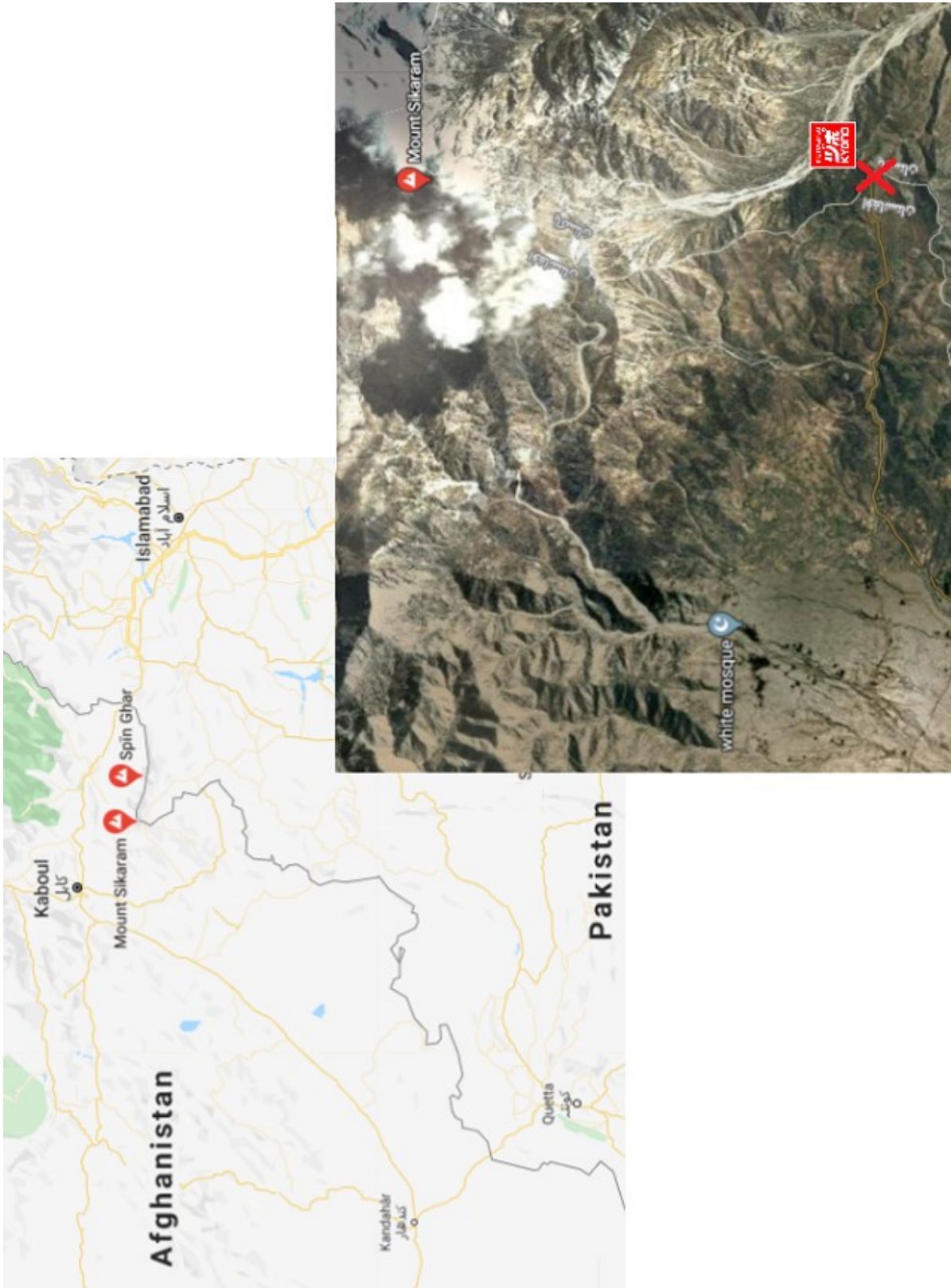
### Notes:

Katsumi Mizaki is an aerospace pilot contracted to one of the courier firms owned by MKC. She was on sub-level 4 arguing about a delayed flight-plan to Tokyo (Doctor Soba claimed Mizaki's piloting had resulted in damage to one of the centrifuges on her last flight to the facility) when the accident occurred.

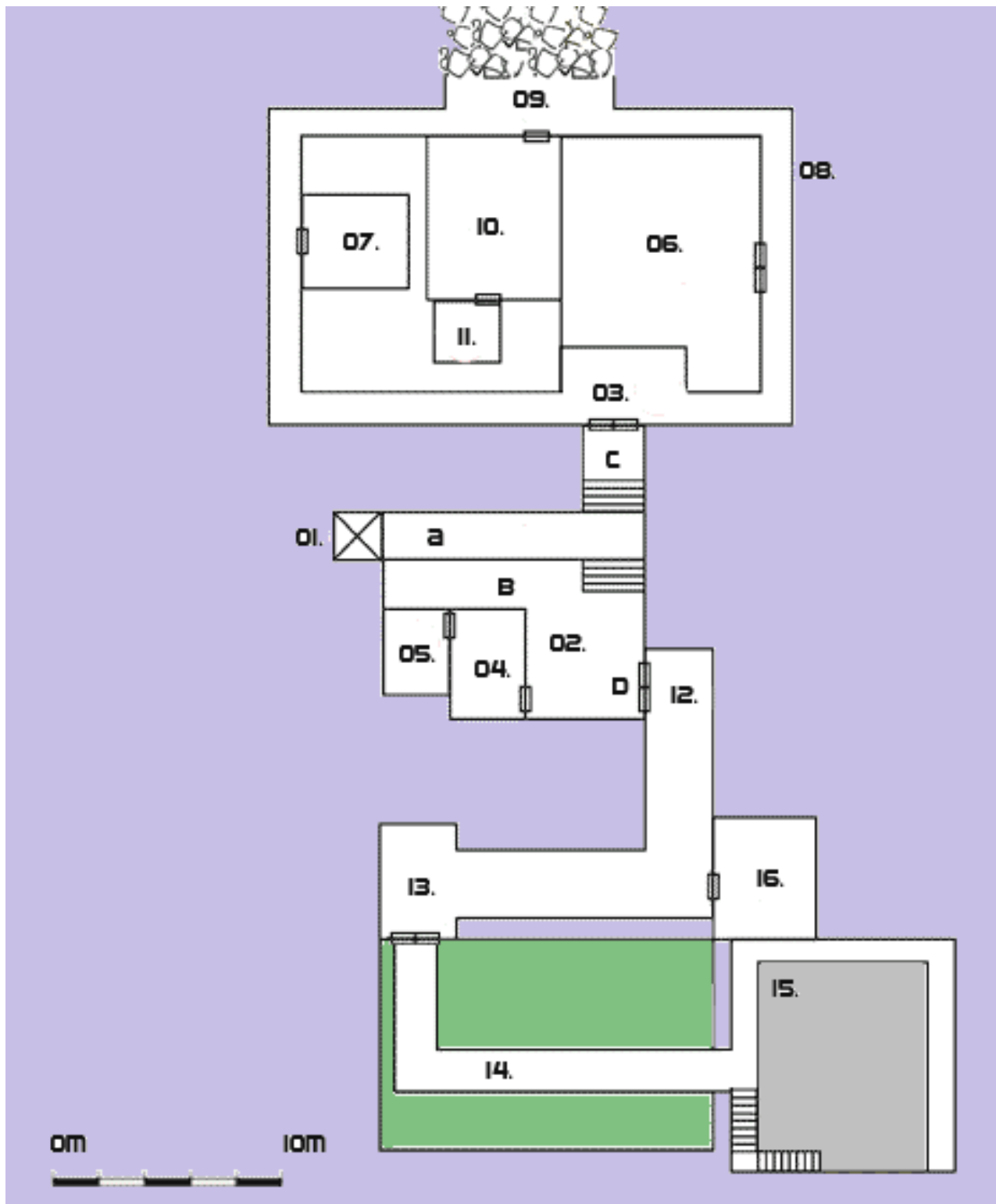


## APPENDIX C: HANDOUTS

### INVESTIGATORS HANDOUT 1

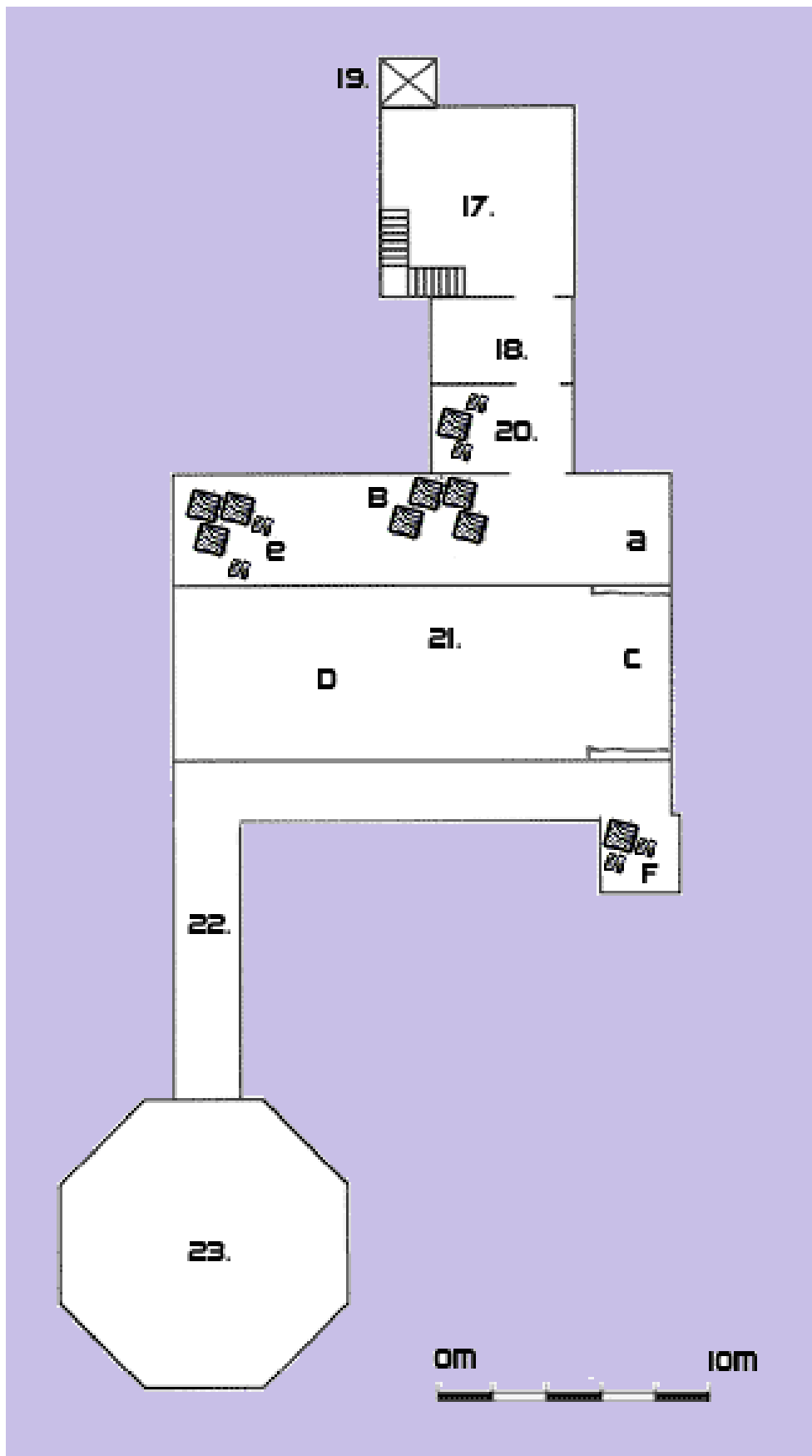


## MAP 1: SECURITY CONTROL

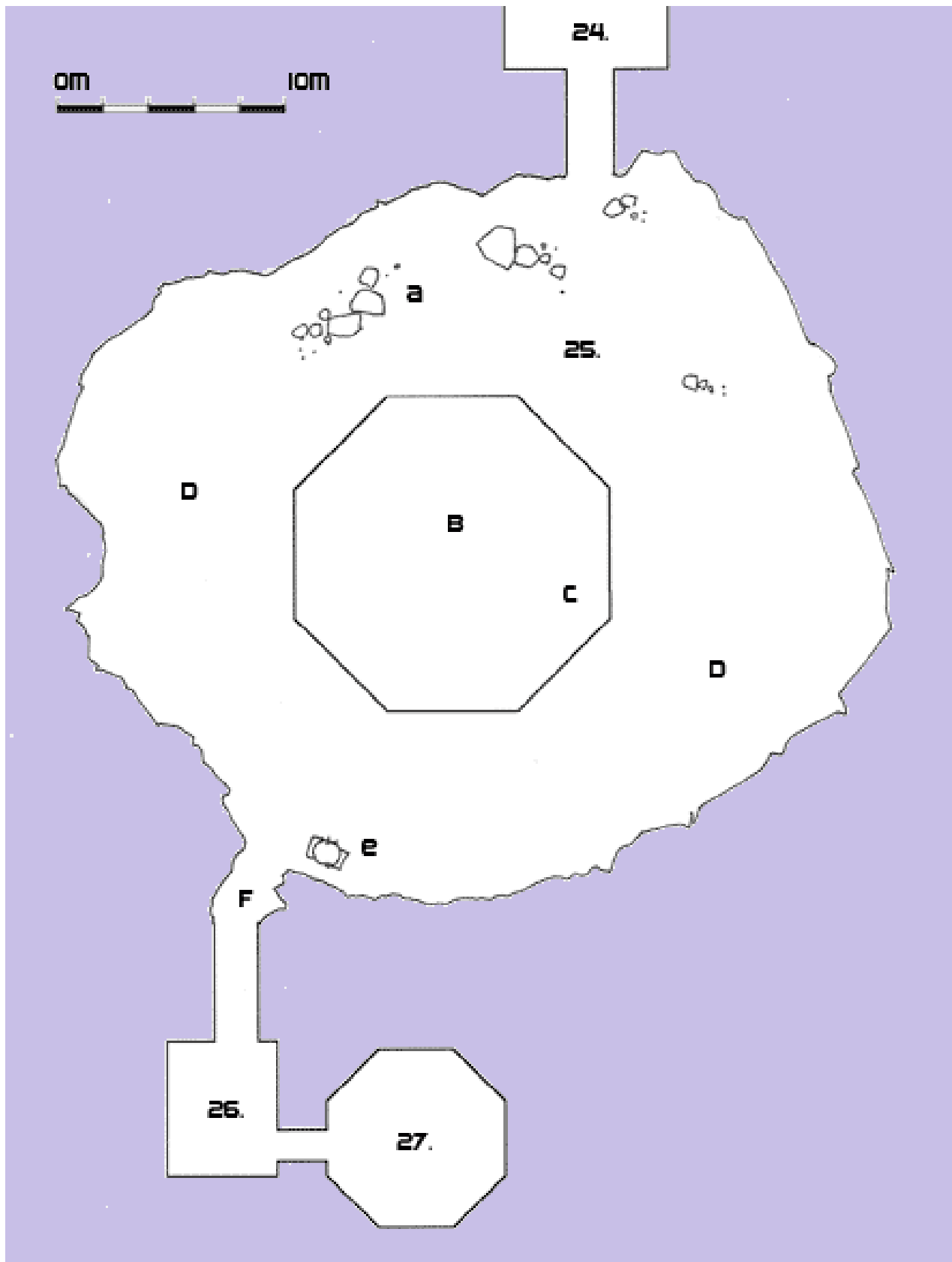




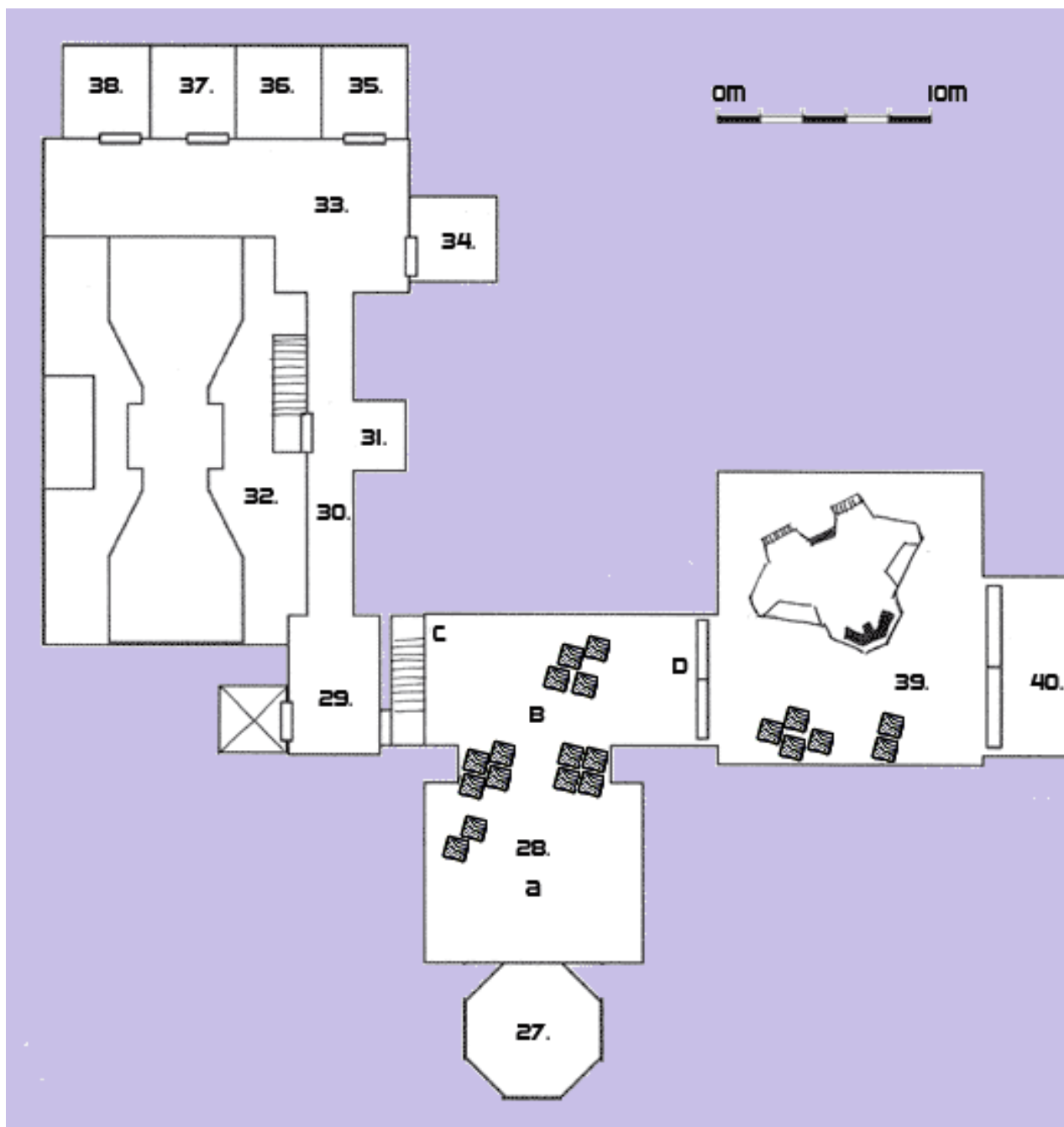
## MAP 2: WASTE PROCESSING



### MAP 3: POWER REGULATOR HEAT EXCHANGER



## MAP 4: POWER REGULATOR CONTROL



# GROUND ZERO

by John Ossoway

*After escaping from Test Facility 3188 (EX01), the marines find themselves plunged back into action when they are picked as one of the strike teams to save mankind from the extradimensional threat pouring from a secret research facility on the dark side of the moon. The adventure starts with the marines already enroute to their LZ.*

## KEEPERS INFORMATION 1

### Introduction

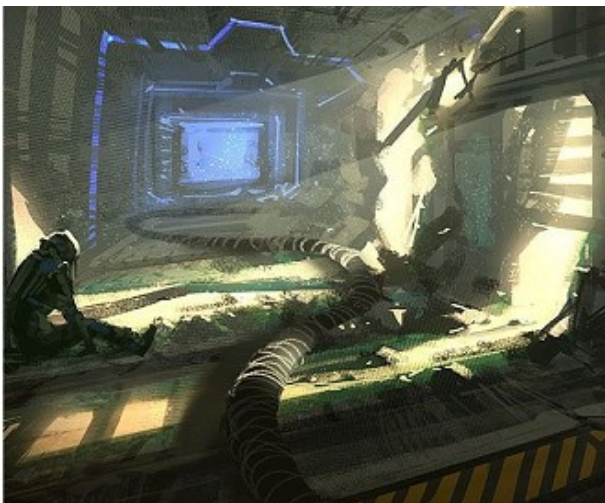
Ground Zero is a Cthulhu Rising NH adventure designed to be played by 4-6 players running members of a squad of Military Sciences Division commandos on a dangerous mission with a low survival probability. It is a pseudo-sequel to EX01 'Test Facility 3188', but as the players are not running the same characters from that adventure, can easily be run as a stand-alone adventure. Or they may have been recruited by MiliSci after their escape from Test Facility 3188.

## KEEPERS INFORMATION 2

### Background

The destruction of Test Facility 3188 did not go unnoticed. Military Sciences Division (MiliSci) have been keeping their orbital electronic eyes on the site for some time. Motokatsu-Kyono have reluctantly accepted their offer of help in neutralizing the extra-dimensional threat pouring out of the second Matter Transmitter, located at a secret research facility on the dark side of the moon.

The players are members of Striketeam Charlie, currently enroute to their insertion LZ. Their orders are to recover any technology from the MKC project labs before destroying the site with a tac-nuke...



## KEEPERS INFORMATION 3

### Military Sciences Division

Military Sciences Division, or MiliSci as they are more commonly known, are the branch of the United Earth Armed Forces responsible for the development and acquisition of new technologies for use by the military. They have quite a broad remit to achieve this, operating without much official regulation or oversight by the UEF government. Their budgets are vast and mostly classified. Access to information even within the organisation is heavily compartmentalized. There are many subdivisions in MiliSci, ranging from lower echelon black projects to the super-black branch known as the Black Chamber. The Black Chamber does not officially exist, and most members of the UEF government can exercise plausible deniability in this matter, because most of them believe this also.



The Black Chamber are in charge of all research and development involving the occult and/or alien technology. They are possibly the descendants of Majestic 12...

MiliSci have bases of operations throughout colonised space, such as at Icaria Planum on Mars, and the Trinity Testing Facility in the 40 Eridani star system. The most infamous name associated with MiliSci is Pandora. A space station which serves as the Area 51 – a top secret research base and repository for acquired alien tech. Like the Black Chamber, it does not officially exist.

MiliSci have their own security force – the MiliSci Special Activities Division – who are essentially an elite paramilitary force operating outside of the main UEAF chain of command. Potential members are screened during their recruitment into the organisation from other UEAF units for possession of a certain psych profile. Moral flexibility would be the best way to describe it. Obviously anything the MiliSci SAD does is classified. They perform many morally questionable duties.



### THE ADVENTURE 1

#### Codename: Ground Zero

Read the following text to the players:

*People often refer to "the dark side of the moon", but there is really no such thing. The sun shines on all sides of it in equal measure. However, there is a "far side of the moon", which is never seen from Earth. It is across this far side that a bug-like military dropship races, closely following the contours of the rugged, crater-pocked landscape.*

*You sit strapped inside the belly of the craft, cold beads of sweat crowding your brows, blood pounding in your ears. The Officer moves from the cockpit into your compartment. He wears the uniform of a Military Sciences Division colonel. Without introducing himself, he speaks:*

*"Ok listen up. We are almost at the LZ. ETA 8 minutes. Sorry we couldn't brief you earlier, but time is a luxury that we simply do not have. Our destination is the Tsiolkovsky Crater, location of a secret research facility owned by the MotokatsuKyono Combine. This is the centre for the corporation's research into Matter Transmitter technology. Motokatsu-Kyono lost contact with the facility shortly after another of their research facilities, this one on Earth and designated Test Facility 3188, was compromised.*

*This operation and all details pertaining to it is classified 12 levels above Top Secret. Codenamed: Ground Zero. Hostile forces of an unknown, extra-dimensional origin somehow gained access to our dimension via the Matter Transmitters on Earth and Luna. The one on Earth has been shut down. Before we established a perimeter around Tsiolkovsky Crater, we were unable to determine whether Motokatsu-Kyono staff at the site were able to shut the MT Gate down. We must operate under the assumption that they failed.*

*The money invested in the technology at Tsiolkovsky Base is considerable. Motokatsu-Kyono Combine must have friends in powerful places, because instead of simply destroying the site with tactical nuclear strike, we have been ordered to send in a strike team in an attempt to shut the Matter Transmitter down.*

*Striketeams Alpha and Bravo attempted a frontal assault on the research lab 20 minutes ago. We have lost contact with both teams. This is why you are going in through the back door.*

*As Striketeam Charlie, your mission objectives are to enter Tsiolkovsky Base via the Surface Loading Dock, move quickly through the abandoned Helium-3 mines to the bottom of the Novgorod Chasma,*

*where the secret Motokatsu-Kyono Combine research facility is located.*

*Once at the facility, you are to locate the Matter Transmitter, deploy and arm a tactical nuclear device, fire it through the quantum vortex and then shut the Matter Transmitter down. Terminate with extreme prejudice any enemy forces encountered. Expect heavy resistance in the research facility, where the majority of the invading forces are located.*

*Strike team Delta is to be held in reserve.*

*I am counting on your success in this operation. If you and the other teams fail to complete your primary mission objectives within 12 hours, we will consider that you have failed and the destruction of Tsiolkovsky Base by tactical nuclear strike will begin."*

*A proximity klaxon sounds in the cockpit. The pilot interrupts the Officer over the comlink "Colonel, better get your team ready, we're starting our final approach to the Tsiolkovsky Crater."*

*"Check those suit seals soldiers. You know the drill. Positions everybody. Good luck."*

*Luna dust billows in swirling clouds as you drop from the craft and roll out from it's shadow, the crew throwing your kit out behind you. Then it is climbing away, and you are alone on the Lunar surface. Several hundred metres away to the NW you can see the jutting structures that must be the Surface Loading Dock...*

### PLAYERS INFORMATION 1

#### Intelligence

The leader of Striketeam Charlie will have been given the following documents:

1. Mission Brief and rules of engagement. To be destroyed once read
2. Satellite imagery of the Tsiolkovsky Crater, with the Motokatsu-Kyono mining base marked on it (Map 1)
3. Schematics of the Surface Transport Dock (Map 2) and Helium-3 Storage Facility (Map 3) located directly below it. MiliSci have not been able to obtain schematics of the research facility from Motokatsu-Kyono in time
4. Documentation on the Matter Transmitter, including operational instructions.
5. Radio frequencies for all other Striketeams. Although contact with Alpha and Bravo teams has been lost, there may be survivors

6. Documentation on Luna (see below). Give also to the players Investigators Handout #2.

### PLAYERS INFORMATION 2

#### Luna, Earth's moon

Earth's moon, Luna, is the most heavily populated moon in all of the Federal Colonies, with over 10 million people living in and around Armstrong Colony, which lies in the crater Copernicus on the Lunar near side.

Luna is 3,476 kilometers in diameter and has a surface gravity one sixth that of Earth. While this entails that objects weigh one sixth of what they do on Earth, it does not entail that people can carry six times what they normally can, since the objects remains just as bulky and cumbersome as they do on Earth. People (and other things) can move about rapidly on the moon by taking bounding leaps, but this can be dangerous and is not recommended. This is not because a person is likely to fly off into space, but because a bad landing could injure a person or damage a suit.

The moon, as is well known, is extremely hostile to human life. The day equatorial surface temperature is 127 degrees centigrade and the night equatorial surface temperature is -173 degrees centigrade, making the moon a place of extremes. The moon also lacks an atmosphere. These factors will spell a very quick death for any inadequately protected human on the lunar surface. See Investigators Handout #2 for additional information. The Keeper may wish to read up about precisely detailed maps of the lunar surface via internet research.

### PLAYERS INFORMATION 3

#### The Tsiolkovsky Crater

The large, ancient crater Tsiolkovsky, is home to one of only two lava-filled basins to be found on the far side of the moon. Tsiolkovsky's central mountain is characteristic of large impact craters, and results from the dynamics of the high-speed impact of the meteor that formed the crater. Tsiolkovsky Crater is 190km in diameter, and almost 1km deep.

In the late 21st Century, survey teams discovered sizeable deposits of Helium-3 at the bottom of Novgorod Chasma, a 300m deep series of trenches east of the central mountain range. Motokatsu-Kyono mined the site until 2216, when the mine was closed due to the Helium-3 yield dropping below viable levels.

### KEEPERS INFORMATION 4

#### Rules conventions while on Luna

##### The physical environment

Space is an extremely dangerous place for humans. The primary danger in space stems from the fact that space lacks sufficient oxygen and pressure for humans. A human exposed to vacuum without a suit will die extremely quickly (there is no need to roll dice). A leak in a pressurized vehicle, structure, or suit will result in a loss of air and pressure. Such situations should be carefully handled by the Keeper based on the conditions of the situation and plot requirements. If the life support systems of a structure, vehicle, or suit fail, those inside will suffocate when the air runs out.

The low gravity on the moon and the zero gravity of space make human activities a bit difficult. Such operations are governed by the skill of EVA.

##### Combat

Combat in space or the moon is extremely difficult and hazardous. All relevant combat skills are averaged with the character's Zero G Combat skill. Further, weapons that recoil (all kinetic based firearms) may cause a loss of control. Each time a character fires a weapon, he or she must check the roll was also below his or her Zero G Combat skill. A failed roll will cause the character to lose control and he or she will be pushed backwards (how far and to what result is left to the Keeper). The character will be out of control, and unable to act, until he or she can make a successful skill roll using EVA.

A being vulnerable to the effects of vacuum who has the misfortune of being damaged while in a space suit will suffer the following effects in vacuum: The initial damage will be normal. If the damage does not exceed twice the suit's armour rating, it will seal itself if it has that capacity. If the damage exceeds twice the suits armour rating, the suit will be unable to seal itself and the being will suffer damage equal to half the original damage each round, until the character is dead, patched the damage, or gets to shelter.



## **KEEPERS INFORMATION 5**

### **The Surface Loading Dock (Map 2)**

The white and grey seamed metal and plastic structures of the loading dock are arranged around the central hub of the loading platform. The whole structure is approximately 140m across and 5m high. It should be noted that the surface loading dock has no artificial gravity.

#### **1. Vehicle Sheds**

Arranged around the southern side of the Loading Dock are a series of four vehicle sheds.

##### **Vehicle Shed A**

30m wide and 30m deep, this building is unpressurised, with 20m wide doors in the southern wall. There is also a small personnel hatch on the NW side. Inside the dim outlines of an OCM tractor can be discerned. The tractor is 3m high and 10m long, and is used for prospecting on the Lunar surface. It has a pressurised cabin.

##### **Search:**

In the driver's cab is a motley assortment of personal effects and equipment: rosary beads, media player, naked pictures; cigs, tools, postcards from Mars etc.

##### **Vehicle Sheds B-D:**

Each of these buildings are 20m wide and 30m deep. All are unpressurised, and contain a motley assortment of ground vehicles, such as ATVs, small buggies, etc.

#### **2. The Landing Pad**

When the mine was still operational, this is where transport ships were filled with refined Helium-3 for transport to Armstrong Colony. 70m across, octagonal, with a 20m wide cargo lift in its centre. There is a 5m wide walkway around the edge of the landing pad.

##### **Search:**

There are controls for the cargo lift set into the landing pad, inside an armoured recess. A Computer Security roll can activate the lift, raising it from the Storage Area below. The cargo lift has an integral airlock just below the surface.

#### **3. Reception**

10m x 25m, this building houses the personnel lift which leads into the Storage Area below. There is an airlock that provides access to the lunar surface (actually onto the walkway around the landing pad), and the lift down into the Storage Area is also within an inner airlock. A corridor leads to the Observation Lounge (6).

##### **Search:**

There is emergency equipment such as vacc suits, medical equipment etc, stacked in crates against one wall.

#### **4. Emergency Vehicle Sheds**

Both these 20mx30m buildings contain vehicles designed to deal with emergencies such as clearing debris from the landing pad, towing or repairing damaged ground vehicles etc.

#### **5. Observation Lounge**

This series of interconnected buildings have large observation windows for viewing the lunar surface. It is used by Motokatsu-Kyono staff during free time. There is comfortable seating, tables and even a small bar area.

#### **6. Command Module**

Accessible either via a lift from below or an airlock out onto the Landing Pad (2), this is the command area for all surface / aerospace traffic. Within are banks of computer consoles, touch sensitive screens, consoles, desks, screens. All appear to be in stand-by mode and running on emergency power only.

##### **Spot:**

A narrow corridor leads around to the NW to the FTL Comms Array (7). There is also a private office with a nameplate 'Col. Togama'. Inside is Colonel Togama's Ready Room. Usual office furnishings, plus suit of Samurai armour on a stand, samurai swords on display stand.

##### **Search:**

There is a bottle of good quality saki in desk drawer in the office.

#### **7. FTL Comms Array**

20m high tower with a jumble of communications pylons jutting up a further 15m. There are maintenance accessways that are reached via the command module (6).



## KEEPERS INFORMATION 6

### The Storage Area (Map 3)

Directly below the surface loading dock is the Storage Area. It should be noted that this area is running on emergency power, and while there is air, there is no artificial gravity and ambient temperature is close to freezing.

#### 8. Loading Area

The storage area is dominated by a vast, subterranean chamber where Helium-3 from the mine is unloaded from monorail cars onto the cargo lift (2). At present it is in darkness, the only lighting coming from blinking computer consoles and red emergency lighting. This chamber is presently so empty and still, it amplifies any sound the PCs make. The chamber is littered with crates and discarded equipment. Powerloaders stand around, some still holding cargo crates. To the south lie a large set of armoured doors. To the east are the yawning entrances to storage hangars. There are many doors to the west.

##### Search:

A search of the main loading area may yield equipment of use. Each PC who spends 20 minutes searching may roll on the following table 1d3 times.

1d100	Item
01-05	Weapons case containing a M95A1 Plasma Rifle (no ammo)
06-15	Discarded bandoleer holding 2d3 grenades and 1d3 plasma gun magazines.
16-30	Helmet from Combat Armour (8 pt armour)
31-35	Case of thermal charges (x12)
36-40	Case of flares (x48)
41-45	Smart Rocket pods (1d4)
46-55	Ammunition case – 500 rds 10mm
56-60	Weapons case x4 M41 machine guns in grease
61-65	Ammunition case – 4x plasma gun magazines.
66-75	Crate of M-Rations.
76-80	Discarded canteen.
81-85	Portable Comms Uplink (damaged)
86-90	Case of grenades (12x smoke)
91-95	Discarded medical supplies – 1xMedkit and 1d6 stimpacks
96-00	Flak jacket (4AP)

#### 9. A Grim Reception

This room contains a lift to the surface. 2x corpses of soldiers wearing Motokatsu-Kyono shoulder badges lie here, both contorted into grotesque positions of agony.

##### Search:

Both corpses have bloodied hands and a cursory examination reveals that they appear to have mutilated their own faces and ripped out their own eyes.

SAN: 0/1d3

#### 10. Storage Hangars

Vast subterranean storage areas, piled high with aisle after aisle of crates containing medical supplies, electronic components, cold stored food, technical and scientific equipment. These hangars used to be used to store refined Helim-3 in torpedo like gas canisters awaiting transport from the mine to Armstrong Colony.

#### 11. Cargo Lift

Behind heavy armoured bulkhead doors, stencilled with 'Motokatsu-Kyono Helium-3 Mining Facility – Authorized personnel only' in large stencilled lettering, lies the huge cargo lift that descends into the rock of the Tsiolkovsky Crater to the abandoned Helium-3 Mine below.

##### Computer Security:

To open the doors manually.

##### Occupants:

None, although on the lift lies a bloodied corpse, dressed in the uniform of a Motokatsu-Kyono security trooper. First Aid reveals that the trooper bled to death, and has burn marks around a large wound on his lower back. A welder lies next to the body.

#### 12. Personnel Lift

This room Contains a personnel lift down into the mining facility, as well as stacks of crates containing mundane items e.g. machine parts. Search: The lift isn't working. The shaft is buckled about halfway down. An Electronics roll can get it started, but it will get stuck about a third of the way down, and PCs will have to climb either up or down the lift shaft to escape. The lift shaft is approximately 250m deep.

#### 13. Server Room

The door to this room is locked, and requires either the correct 4 digit PIN, or a successful Electronics roll to open. Within, dim blue lighting illuminates a large room, which is full of aisles of computer servers. All are on standby.

#### 14. Infirmary Admin Office

Medical admin office. Papers and plastic datasheets are strewn all over the floor (patient records, stock orders etc). There are several desks, computer consoles.

#### 15. Doctor McDowell's Office

A cluttered office. Desk with computer terminal, plants, papers strewn across floor. Search: The good doctor appears to have recently deleted a lot of files from her computer.

#### 16. Corridor

In this corridor sit medical gurneys, and crates of medical supplies.



### 17. Infirmary

A small medical infirmary. There is presently no power to the main lights. 3x beds, computer consoles, medical machinery and instruments.

#### Search:

Lying on one of the operating tables is the inert body of a Type I Zombie. On the floor behind the table lies the bloody corpse of a medical orderly. She has been shot in the back.

#### Occupants:

The Zombie has a gunshot to the head, destroying the Parasite, and so is not dangerous.

### 18. Office

Cold coffee sits in a pot on the desk, ½ eaten doughnut, pack of cigarettes (2 missing). A sign on the door reveals that this office was the home of a Goran Kozlowski.

### 19. Office

On the floor of this office lies a dead MKC employee. The body is face down. Turning him over reveals a face locked in a scream of terror – it looks like he died of fright!

SAN: 0/1.

### 20. Office

Empty office. Nothing of interest here.

### 21. Emergency Equipment Locker 1

Locked, requiring 10 pts of damage or an Electronics roll to open. Inside is the following:

- Weapons rack: 7x Combat Rifles
- Weapons rack: 3x Shotguns
- Weapons rack: 5 Pistols
- Weapons rack: 2x Shock Rifles
- Ammo case: 5000x 10mm
- Ammo case: 500x shotgun
- Emergency Medical Kit
- 4x Rescue Balls
- 4x Sets of Personal Body Armour
- Any other equipment the Keeper sees fit to include.

### 22. Emergency Equipment Locker 2

Locked, requiring 10 pts of damage or an Electronics roll to open. Inside is the following:

- 4x Standard Vacc Suits
- 4x Rebreathers
- Suit repair equipment

### 23. Locker Room

Rows and rows of lockers, each with a name, rank and serial number on it. Within is staff equipment and personal effects.

### 24. Rec Room

Comfortable chairs, vid-screens, computer terminals, minibar, mini-gym.

### 25. Showers

Nothing of interest here.



## KEEPERS INFORMATION 7

### The Abandoned Helium-3 Mine (Map 4)

The Helium-3 mine is located at the bottom of the Novgorod Chasma, 300m below the surface of the Tsiolkovsky Crater. From the Storage Area (Map 3), the PCs can either use the cargo lift from (11) or climb down the lift shaft from (12). The mine was closed in 2216, 55 years ago. The only personnel passing through here are Motokatsu-Kyono personnel heading to/from the research facility (Map 5).

#### Conventions

Unless otherwise stated, all tunnels in the mine are 5m wide x 5m high, the walls fused smooth by the intense heat of laser cutters. Power cables run along the walls with lighting at regular intervals. The gravity in the mine itself (beyond the airlocks in 26) is Lunar standard (1/6 that of Earth). The mine is unpressurised, and there is no artificial gravity.



### 25. Cargo Lift

The cargo lift from (11) descends at a 45o angle for almost 250m before finally stopping with a resounding boom. There are heavy armoured bulkhead doors here, stencilled with 'Motokatsu-Kyono Helium-3 Mining Facility – Authorized personnel only' in large lettering.

#### Search:

Bloody handprints are smeared all over the door controls. It appears that the dead soldier (11) sealed the bulkhead by fusing the control circuits, and then welded the doors shut. The doors will have to be cut open, or blown open using det-cord and a successful Combat Engineer roll.

#### Occupants:

None, although on the lift lies a bloodied corpse (see 11 for details).

### 26. Mine Entrance

20m x 20m room. Including the cargo lift bulkhead, there are 6 exits: 1x cargo lift bulkhead (20m across), 3x normal sized doors, and 2x large airlocks (5m across). In centre of the room is a monorail car, pointing north, sat on a junction in the monorail, with track heading N, E and S. There are several corpses lying on the floor.

#### The Airlocks

The two airlocks provide entrance to the mine tunnels. The mine tunnels aren't themselves aren't kept pressurised, and all traffic in/out must pass through these airlocks. Inside each airlock is a 5m x 5m area, with emergency equipment lockers (rescue balls, first aid kits etc).

#### The Cargo Lift Bulkhead

Heavy armoured bulkhead doors, stencilled with 'Upper Storage Area'. Burn marks on the doors here appear (INTx3%) to have been caused by a powerful electrical discharge.

#### The Normal sized doors

3x normal sized doors. They are each marked 'Motokatsu-Kyono Authorised Personnel Only'.

#### The Monorail Car

The monorail car does not appear designed for carrying Helium-3 pods from the mine. It has seats for 6 passengers, and a driver – although it can be set to autopilot too.

#### The Corpses

The first body is female, badly burned. It looks like she crawled here before she died. The other looks like it once was a MKC employee. Closer examination reveals his skin is slightly decayed, and the remains of a beetle-like creature (a Parasite) is attached to the back of his neck.

### 27. Corridor

Featureless corridor leading to a personnel elevator. See (12) for details about the lift. There is a corpse on the floor about halfway up the corridor.

#### Search:

The headless corpse of a MKC soldier lies here. Lots of blood. His head sits on the floor about a metre away from the body.

### 28. Storage

6m x 6m room with equipment lockers on walls.

#### Search:

The equipment lockers are empty.

### 29. Mine Control Room

Banks of consoles in here give readouts and information about the mine status: power, pressure, etc. The airlocks that lead into the mine can be locked from here, and monorail cars can be controlled.

During the mine's operational period, this room was also the administration centre for Helium-3 pods being loaded and transported to the storage facility above. It also allows the lighting in the mine to be activated (although the power grid shows that certain tunnel sections have power failures). Another door is marked 'Duty Office'.

#### Occupants:

None, although a trail of dried and congealed blood leads to the Duty Office door.

### 30. Duty Office

The walls and floor of this room are covered in bloody writing (INTx3%: Latin). Lying in the centre of a pentagram drawn in blood is the body of a MKC scientist. His name badge reads 'Professor Suzuki'.

The writing: If any PC can read Latin, the writing deciphers as below:

*"Let it be known that in the moment our Master brought forth, from beyond the void of order and light, a new existence of glorious darkness. His mighty hands fashioned this world of chaos, violence and pain.*

*Our past, present and future will be moulded by the seeds he has sewn. Through his wisdom he has given us Ancient Guardians to tend the Chain of Time. Their suffering is our link and lineage throughout time and forever."*

### 31. Locker Room

Rows and rows of lockers, each with a name, rank and serial number on it. Within is staff equipment and personal effects.

### 32. Mothballed Mine Head

The tunnel opens out into a roughly octagonal chamber, 30m across and 15m high. In the centre of the chamber stands one of the Fusion Mine Heads that was used to mine Helium-3 from the rock of the Tsiolkovsky Crater. Moon rock is baked by the fusion beams in the mine

head, and the gas isolated and stored in pods that are removed from the mine head and shipped to Armstrong Colony for delivery to Earth and the Sol Colonies. The mine head is pitted and covered in dirt.

### 33. Mothballed Mine Head

As (32), except that a corpse lies on the west side of the Mine Head.

#### Search:

Examination reveals the corpse to be a MKC soldier. She is dead and has been for at least 48 hours. She carries a torch, climbing equipment, flares and an assault rifle. She appears to have died from some form of energy weapon burning a hole right through her abdomen.

#### Occupants:

There are several shadowy figures crouched over the body. 4x Ghosts.

### 34. Cave In

Explosive damage has brought the ceiling of the northern half of the room down, burying it in tons of metal, plastic and moon rock. The monorail tracks here are buckled and torn in two, one of which has been thrust up into the air where it was hit by falling boulders.

#### Search:

There is a narrow path through a partially collapsed tunnel heading NW. There are also several points of interest in the cave in chamber:

#### Corpse

A MKC soldier's corpse lies at the entrance to this chamber. He appears to have been burned by an electrical discharge of great power.

#### Another Corpse

Half buried by rubble that has collapsed in on the northern half of the room. Legs and abdomen are crushed beneath tons of rock and metal. There is a look of terror upon his face.

#### Yet Another Corpse

Only the legs of this soldier are visible from beneath the rubble.

#### The Claw

Protruding from the rubble here is a huge bloody claw and part of an arm, which is covered in bloodstained white fur. It twitches slightly.

### 35. Partially Collapsed Tunnel

Halfway up this tunnel the PCs will be attacked by Ghosts.

#### Occupants:

3x Ghosts.

### 36. Equipment Cache

Only the SW corner of this chamber is accessible, the rest buried under tons of moon rock. On the wall are several equipment lockers.

#### Search:

In compartments in the eastern wall are 3x emergency search and rescue kits. Each contains:

- 1x Compression Suit
- 1x 50m coil of rope
- 1x grapple gun and 150m of monofilament cable
- 1 x flare pistol with 3x rocket flares
- 1x medkit
- 1x medium range comlink
- 1x locator device
- 1x inertial tracker
- 1x light
- 1x backpack

### 37. The Fissure

A narrow pathway runs along the north side of a dark fissure. If the PCs head down the path, about half way along the walls start to shake and a rumbling fills the air. A huge slab of rock breaks away from the ceiling behind them and falls towards them, loosening more rock in its path. Agility roll to avoid the falling debris. If this roll is failed, the PC takes 3d6 damage to 1d3 random hit locations.

Once the dust settles, it becomes clear that the way back is blocked, and trying to blast the rock fall out of the way could bring down the whole ceiling.

### 38. Mothballed Mine Head

As (32), except that there are several space suited figures in this room.

#### Occupants:

6x Grunts in damaged and bloody combat armour guard the NW tunnel entrance. They will attack immediately.

### 39. The Tunnel

Corpses of dead military personnel litter the tunnel here. As the PCs pass them they rise as zombies.

#### Occupants:

6x Grunt corpses will animate.

### 40. The Chasm

The tunnel floor has collapsed into a yawning chasm 10m across. Amazingly, the monorail track continues straight across to the other side, although it is bent and buckled.

### Search:

The chasm is about 20m deep with jagged rocks at the bottom.

### Occupants:

2x Type I Interlopers hide in the pit. They will leap and attack any PCs attempting to cross.

### 41. The Other Side of the Chasm

Across the chasm is another mothballed mining head., with a tunnel leading north.

### Occupants:

2x Type II Interlopers hide in the shadows, waiting to attack.

### 42. The Tunnel and Blasted Airlock

A tunnel heads north for 20m, ending at the twisted and burned remains of an airlock. As the PCs head up this tunnel, the ground begins to shake and great cracks and fissures begin to appear. Within 2 rounds a full 10m section of the tunnel floor has fallen away, revealing a yawning chasm 20m deep.

PCs must make an Agility roll to get clear, or a Jump roll, whichever is higher. The mine tracks stay up, so allow anyone who fails a DEXx2% chance to grab one before they fall.

## KEEPERS INFORMATION 8

### The Secret Research Facility: Ground Floor (Map 5)

#### 43. The Approach

Read the following text to the players:

*Beyond the mine, you emerge onto the dark floor of the Novgorod Chasma, a flat, open expanse broken occasionally by a juted column of moon rock. Towering above you are the cliff like walls of the chasm.*

*Directly opposite you, 100m away, concrete and plasteel walls jut out of the rock of the cliff face: the Secret Research Facility. At the base of the structure, huge armoured doors stand closed.*

*About halfway across the chasm floor lies the twisted and blackened wreckage of a dropship bearing MiliSci markings...*

### Spot:

If the PCs use vision enhancement to view the entrance to the research facility, they will see many corpses littered around the armoured doors. Some wear military clothing, others appear to be scientific personnel. Around the dropship are the blackened and charred bodies of either Striketeam Alpha or Bravo.

### Keepers Note:

*If you need to introduce new PCs, survivors of Alpha and Bravo teams could be hiding out there if necessary.*

### Defences

2x Robot Gun Turrets above the main entrance to the research facility track any movement within 1km, using a MKC Identity Friend or Foe transponder signal.

Each turret is mounted with twin railguns, capable of crippling most types of aerospace vessels at this range. In addition to this, each also mounts a minigun for dealing with ground attacks. For damage purposes, the turrets have 12 AP and 30 HP each.

### Entrance

This is the entrance to the research facility. A huge set of armoured pressure doors, that are pitted and stained by countless micro-meteorite strikes. An Electronics roll can bypass the security lockouts and open the doors.

### 44. The Main Lock

About 40m long and 20m wide, the room beyond the outer pressure doors is a vast airlock, obviously designed to accommodate transport craft. It is pitch black inside, although exposed wires and cables hang from the ceiling which sparking intermittently, giving glimpses of the chamber.

At the far end of the chamber stand another huge set of armoured pressure doors, flanked by two standard personnel airlocks in the W/E walls.

If the PCs cycle the main airlock to the facility Reception (46), at the same time an artificial gravity field of 0.6g will be established. Gravity and life support are present throughout the research facility. As the inner airlock doors rumble open, the occupants of the Reception will be revealed. They will heft their weapons and open fire.

### Search:

A corpse of a scientist lies on the floor here, blood trails lead into the facility. Green name tag reads 'Theodore Nakamura: Technician'.

### 45a/b. Security Control

Accessed by airlocks, both rooms either side of the Docking Bay contain computer consoles, desks, chairs, facility maps on walls., lots of bullet holes and dried blood. From here, security staff can scan incoming vehicles and personnel for any restricted items (weapons, explosives etc).

### Idea roll:

A Comtech could possibly plug into the Research Facility network from one of these PCs. Much of the facility has life support and emergency power at best.

### Occupants:

4x Grunts and 1x Sarge occupy 45b.

### 46. Reception

40mx20m chamber. A large square central column has large screens, all currently showing static. Broken glass from overhead lights crunches underfoot and spent shell casings litter the floor. Those lights still working flicker erratically. There is a big map of Luna on one wall, and a semi circular receptionist desk juts out from the near side of the central column.

There are 3x personnel elevators on the W wall, all going up to Security Control. All the doors are buckled and jammed. Security Control has been destroyed and is inaccessible.

#### Search:

The central lift contains the corpse of a security guard, the flesh on his skull melted away by acid. The maintenance hatch above him is smashed and rubbles lies on top of the corpse.

#### Occupants:

4x Type IV Zombies stand guard at the inner airlock doors.

### 47. Outer Office

When not at the reception desk, the current duty officer can be usually found in here. Filing cabinets, desk for secretary, plastic plants, shelves of books and disk and such.

### 48. Inner Office

Much the same as outer office. Cold cup of coffee on desk, coffee maker in corner, map of level on wall, duty roster pinned to back of the door.

### 49. Corridor

Green line on wall marked 'Laboratory Level'. The corridor ends at smashed glass doors.

### 50. Administration

Large waiting room. Lots of low comfortable-looking chairs, low tables. Circular reception desk in centre of the room. Lots of broken glass, bullet casings and dried blood too.

#### Search:

Bloody drag marks lead up the wide corridor opposite (the green line points this way too). Smashed glass doors lead left and right into open plan offices.

### 51. Offices

Open plan offices. Lots of desks, swivel chairs, PCs, filing cabinets.

#### Search:

A pair of legs stick out from one of the desks – corpse of woman lies here.

### 52. More Offices

As (51) with bathrooms accessible in N wall. In the bathroom lies a corpse. Captain Weaver – shot in head at point blank range.

### 53. Staff Canteen

All is quiet in the staff canteen. Cold food sits on plates, Microwaves, drinks machines, food vending machines.

### 54. We Got Hostiles

Octagonal corridor. The green line goes along the wall of the to the left. The corridor is big: 10m wide. Floor, ceiling and walls are all white, with power conduits and cables running along them. Splashes of dried blood, bullet holes, burn marks and spent shell casings show evidence that a vicious battle took place here.

At the north end of the corridor is a security checkpoint directly opposite an armoured door in the south wall. A guard usually sits here, to check the authorisation of visitors and to issue the correct security clearance passes.

#### Search:

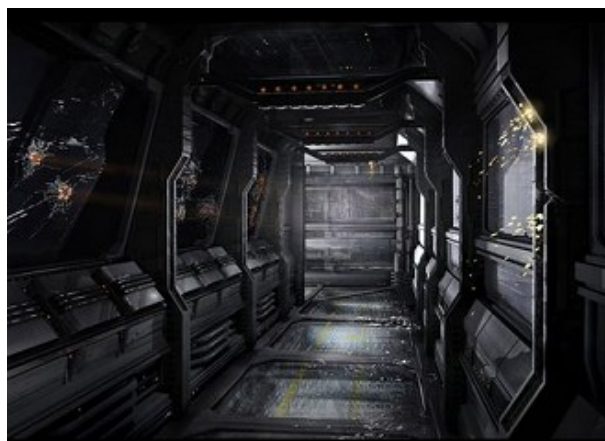
Behind desk is drawer containing green, yellow and red visitors passes. Locked wall safe holds security passes.

#### Occupants:

2x Sarges sit here, guarding both corridors to the Elevator. They both wear bloodstained and blackened Battle Armour. Whatever the PCs do, these two hombres will be ready for them. The first attack will be with grenade launcher and SMART gun.

### 55. Elevator

Beyond the armoured door (security pass to open, kids) lies a short tunnel into a large (10m across), octagonal elevator that leads down to the laboratories.





## **KEEPERS INFORMATION 9**

### **The Secret Research Facility: Sub Level 1 (Map 6)**

#### **56. Arrival**

Read the following text to the players:

*The elevator drops into the earth before finally arriving at the upper laboratory level, emerging into a dark corridor lit only by low emergency lighting and the flickering light from electrical fires. The once white walls and floor here are blackened, but 3 coloured lines can still be discerned through the carbon scoring....*

The green line is marked 'Personnel Locker Rooms'; the yellow line is marked 'Upper Laboratory Complex'; the red line is marked 'Access to Lower Laboratory Complex'.

There is a security checkpoint identical to that at (54), but this one is blackened and burnt. 3x charred human bodies lie here.

#### **Occupants:**

See below.

#### **Best Defence?**

At the corridor to the lower labs (West), there are signs of another battle. Spent shell casings litter the floor, and 2 sentry guns lie on their sides, their gun barrels crumpled and crushed by a powerful force. In front of the guns lies the upper torso of a security guard's corpse. His legs are nowhere in sight. He is charred and burned.

Spot Hidden: beyond the corpse and the auto guns, the walls, ceiling and floor of the corridor have a strange features about them – they have ripples, like in water. Its almost as if for a split second, everything became liquid.

#### **Unearthly Guardians**

Blocking the corridor to the Laboratory Complex (South) are 2 Type II Interlopers.

#### **Zombies**

6x Type I Zombies mill about in the corridor leading to the locker rooms.

#### **57. Personnel Recreation Rooms**

Tables, chairs, drinks & snacks vending machines, computer consoles, microwave, magazines, etc.

#### **58. Locker Room:**

Rows of lockers and low benches fill this room. Each locker has the name of a member of the science team. Including: Professor Shirow, Doctor Carpenter, Professor Kurosawa, Professor Ashton-Smith.

#### **Spot:**

There is a great deal of dried blood on the floor in the middle of the room.

#### **Occupants:**

6x Type I Zombies.

#### **59. Equipment Store**

Hanging up in here are 6x Environment Suits. In a first aid box on the wall are 3x medkits and another box next to it holds 6x cellpacks for the environment suits (can easily be used for weapons though).

#### **60. Showers**

Nothing of interest here.

#### **Occupants:**

2x Type I Zombies.

#### **61. Entrance to Lab Complex**

At the end of this corridor lies the upper laboratory complex, comprising experimental weapons research, medical research and Matter Transmitter research. The corridor ends at three airlock entrances; one to the left (Extraterrene Matter Vault), one straight ahead (Experimental Weapons Testing) and one to the right (MedLab).

A security code and retina scan is required here normally, but something appears to have shorted out all the circuitry. (Electronics Systems roll at -10% to run a security bypass). The airlocks contain emergency respirators, environment suits and medkits.

#### **Occupants:**

Sat blocking the way to these airlocks are 2x Sarges and 2x Grunts.

#### **62. MedLab**

The airlock opens into a large, open-plan room. All surfaces in here are white plastics or polished metals. There are desks, examination couches, wheeled multi-level trays of medical instruments, computer consoles, positional lighting on large metal 'arms'. There is a reinforced plexi-glass window in the east wall looking into what looks like an operating theatre.

#### **Spot:**

Through the window, a pair of legs can be seen sticking out from behind the operating table, and medical instruments are scattered about on the floor. Splashes of dried blood fleck the window's other side.

#### **63. Theatre**

Operating table in middle of room. Semicircular section of wall at the head of the bed houses the interface for the research facility medical computer. Beside in stands a deactivated medical orderly. A tray of medical instruments is scattered across the floor.

#### **Search:**

The corpse is that of Dr Nogura. He appears to have been strangled with a length of cable, and has a scalpel clutched in his hand. His face is a terrible colour, and

dried, congealed blood covers his chin and neck. In his pocket he has a data pad. Most of the files are encrypted, but the latest entry still sits on the screen. It is in Japanese.

### **The Data pad**

*"Subject HF13 – converted adult female. Age approximately 23 years. Caucasian – origin probably Federal Europe. Recovered by Bravo Team on 15/01/71 (that's 2271) during recon mission into what Colonel Sizemore likes to call 'The Ebon Fortress'.*

*Exploratory surgery commencing as of ... 22:16 hrs."*

### **64. Outer Office**

A small reception area/office. It is in disarray, with chair and desk overturned. Bloody handprints are smeared on the door to Dr Nogura's private office.

### **65. Dr Nogura's Office**

The desk is covered in smeared congealed blood and most of its contents have been knocked onto the floor. A map of the level is on the wall behind the desk. Plus photos of the doctors friends and such stuck up on a bulletin board.

#### **Search:**

Behind the bulletin board is an electronic safe. An Electronics roll at ½ chance will open the safe. Inside the safe are some computer disks, some papers covered in some unintelligible equations (Idea roll: quantum physics combined with temporal displacement theory) and two stasis jars containing Parasites successfully removed from their human hosts. There is also a blue security key and a pistol.

#### **Occupants:**

Hiding underneath the desk is a naked female, hands covered in dried blood, armed with the equivalent of a vibro-blade. She is a Zombie Type II.

### **66. The Cryo Vault**

Heavy pressurised door leads into a decontamination airlock. Hanging in here are 3x Environment Suits. The inner door is marked 'Project Hermes Morgue: Top Secret Authorised Personnel Only Beyond This Point'. To open the inner door the PCs require the blue security key from Dr Nogura's office (65).

As the inner door slides apart, there is a hiss of escaping air. The external temperature gauge on the PCs suits drops to nearly freezing. The cryo-vault is dark and cold, and everything is covered in a fine layer of frost. The only light comes from a computer console in an office off to the left of the door. Directly ahead is a long chamber with polished metal walls and a tiled floor. Into the side walls are metal drawers, some with a blinking computer readout. There are 30 drawers, 7 of which contain corpses (according to the readouts).

### **The Office**

From the computer console in here, the emergency lighting can be activated, revealing the vault properly to the PCs. Also on the computer is a password protected (Computer – 20%) file entitled 'Guest List'. This has details on the current 'residents' in the cryo-vault.

### **The Guest List**

- **Drawer 3:** (male) Gunnery Sergeant Fujita 20889912-H. 2nd degree burns 67% coverage. Died during surgery. Project Hermes Recon.
- **Drawer 8:** (male) PFC Hoshi 21018815-H. Multiple GSW. DOA. Project Hermes Recon.
- **Drawer 9:** (male) PFC Winter 20988316-H. 3rd degree burns 88% coverage. DOA. Project Hermes Recon.
- **Drawer 13:** (female) Cpl Kitao 21029918-H. Multiple cranial fractures and shrapnel wounds. Died during surgery. Project Hermes Retrieval.
- **Drawer 18:** (male) PFC Westerman 20912217-H. Cause of death: at this time unknown. DOA. Project Hermes Retrieval.

It's in the later pods that things start to get really interesting:

- **Drawer 22:** Subject HM12 – converted adult male. Age approximately 31 years. Caucasian – origin probably Western UA. Recovered by Bravo Team on 15/06/08 during recon mission. Live spinal parasite specimen successfully removed during exploratory surgery.
- **Drawer 26:** Subject HM14 – converted adult male. Age approximately 34 years. Afro American – origin probably Western UA. Recovered by Bravo Team on 15/01/71 during recon mission. Spinal parasite irretrievable due to damage from small arms fire.
- **Drawer: 30:** Subject HX01 – Alien lifeform recovered by Bravo Team on 15/01/71 during recon mission. (it's a Ghast corpse).

### **67. Extraterrene Matter Vault**

This is where Motokatsu-Kyono keeps the power-source for the Matter Transmitter device: nine dimensional matter. The room is large, and at it's centre stands a circle of containment rods, crackling with green energy. Within the field, a black, sphere can be seen floating about 2m from the floor. This is nine-dimensional matter. The consequences of it escaping the containment field could be catastrophic, or possibly it could just disappear with a lacklustre 'pop'. I leave that to individual Keepers.

#### **Search:**

At the top of a flight of stairs is a control room.

### **68. Weapons Research Lab**

This is where MKC analyse test results from its experimental weapons programme, linked to Project

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Hermes. The room is filled with banks of computer servers, desks with terminals etc.

### Occupants:

2x Grunts are trying to break down a door in the West wall.

### 69. Doctor Miyazaki's Office

Hiding under the desk in here is Doctor Miyazaki, one of the Project Hermes research team. She is a Japanese woman in her mid-40s. She is also quite insane, covered in the blood of her colleague Dr Carpenter, who lies disembowelled next to her.

### Occupants:

Doctor Miyazaki.

### 70. Armoured Door

A security code and retina scan is required here. An Electronics Systems roll combined with the help of either Doctors Miyazaki or Carpenter can open this door.



### 71. Experimental Weapons Testing Lab

Long chamber (approx 60m) that looks like a futuristic indoor shooting range. Along the north wall is a row of Lockers, containing medkits, overalls, protective eye goggles etc.

There are three shooting galleries, and at the far end of each is a chained Type I Zombie. All are in a state of disrepair. At the top of the farthest gallery is a fusion gun sat on a firing stand (easily detachable). The zombie at

the end of this gallery has no legs – cut off by the fusion gun.

### Occupants:

3x chained Type I Zombies.

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### The Secret Research Facility: Sub Level 2 (Map 7)

#### 72. Final Approach

The Lift opens out into a chamber lit only by the crackling blue energy that is arcing between two ruptured power conduits, blocking the way to a corridor that leads north. PCs can attempt to crawl under the arcing energy but must make a Luck roll. If they fail, they are struck by a tendril of energy, dealing 2d6 damage.

#### 73. The Collapse

The corridor has partially collapsed here. It will not fall, but serves more as a tension builder – will the corridor collapse and trap them beneath the Lunar surface for all eternity?

#### 74. Entrance to the Matter Transmitter

Lab Large blast doors stand open here. Beyond is the outer Matter Transmitter lab. The lighting inside flickers constantly, half revealing shadowy shapes.

#### 75. Matter Transmitter Lab

25m across, this large room is filled with crates of equipment, power cables etc. Wide flights of steps lead N/S, and to the east stands a huge set of blast doors.

### Occupants:

Hiding in the shadows are 2x Type I Interlopers and 1x Type II Interloper. They will attack as soon as more than 2x PCs enter the room.

#### 76. Observation Gallery

A huge TV Portal screen covers the N wall of this chamber. Around it are rows of desks, each with a computer console. From here, MKC staff can watch a high-definition real-time video feed from the Matter Transmitter chamber. The screen currently shows static.

### Occupants:

Doctor Kurosawa has been strung up from an overhead conduit. He is quite dead. Below him, 4x Type I Zombies try to reach his dangling feet.

#### 77. Computer Room

This room contains the interface for AIKO, the Project Hermes administration computer. AIKO is only intelligent within certain parameters – it cannot aid the PCs beyond providing access to onsite systems (like the outer

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defences, for example – Keepers may want to provide an ‘onscreen’ hint for PCs), and information about the Matter Transmitter. AIKO can attempt to shut it down, but this action will fail – unrecognised system error – AIKO will say Matter Transmitter can only be shut down at source, from the controls in the chamber itself.

Restricted information (secret project files) requires a retina scan and access code (Electronics Systems roll at –20% to run a security bypass).

### 78. Entrance to the Matter Transmitter Chamber

Huge double set of armoured blast doors. They appear to be malfunctioning – severed cables spark and hiss as the outer doors repeatedly try to close, but fail.

### 79. The Matter Transmitter Chamber

Read the following boxed to the players:

*You step into a vast, octagonal chamber, the ceiling of which is lost in a jumble of power conduits, cables and machinery. Around the centre of the room stand 8 towering power transformers, between which raw energy crackles in bright green coruscating arcs.*

*In the centre of these monolithic structures is the Matter Transmitter: a pulsing orb of blackness, about 5m in diameter, across the surface of which green electricity plays.*

*As you watch, there is a sudden surge in the energy being generated by the transformers. The energy arcs out to the Matter Transmitter, which glows brilliantly. As it dims, you become aware that something has stepped from beyond...*

*Towering 5m high, it is a lumbering horror from your darkest nightmares. It's dirty white fur and scythe like claws are stained with the blood and gore of it's victims. It opens it's fanged mouth and lets out a bellowing roar.*

*Behind it, the Matter Transmitter begins to flare again, and the shadowy outlines of a second creature appear...*

#### Occupants:

The PCs have 2x Shamblers to contend with while trying to shut down the Matter Transmitter. Each round after the first, there is a 50% chance something else will emerge from the Matter Transmitter. Roll on the following table to see what crosses from beyond:

01-30	2d4 Ghosts emerge
31-70	1d3+1 Type I Interlopers emerge
71-90	1d2 Type II Interlopers emerge
91-00	Another Shambler emerges

The Matter Transmitter can only be shut down by disengaging the main power coupling on the far side of the chamber, which provides the power which keeps the portal open. Once the power coupling is cut, a serene female voice (AIKO) will begin speaking:

*Warning: the primary power coupling has been compromised. Commencing emergency Matter Transmitter shutdown procedure. All personnel evacuate the Matter Transmitter chamber immediately. All personnel evacuate the Matter Transmitter chamber immediately.*

Within 60 seconds, the inner doors to the Matter Transmitter chamber will begin closing. Once closed, security overrides prevent them being opened again until the shutdown has completed.

As the portal closes, there is a burst of lethal cosmic radiation. Any living matter still inside the chamber when this happens is killed instantly. There is no saving throw.

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### End Game

If the PCs manage to shut down the Matter Transmitter within the time given, they can immediately contact the MiliSci taskforce standing by at the edge of the Tsiolkovsky Crater. They will be picked up from outside the research facility.

Award 2d6 SAN to anyone who makes it. Just another day at the office...

THE END.

## ACKNOWLEDGEMENTS

Locations at Tsiolkovsky Base inspired by ‘Scourge of Armagon’ – a mission pack for the PC game Quake, by Id Games.

Layout of the surface dock are inspired by Clavius Base from the Stanley Kubrick film 2001.

Creatures and mission objectives inspired by both Doom and Quake, two excellent computer games from Id Games.



# APPENDIX A: DRAMATIS PERSONAE

## That's monsters to you and me!

Stats for the foes the players will encounter as they fight their way towards the secret research base...

## PARASITE

### Extra-terrene demonic creature

Extra-terrene brain-suckers, resembling large beetles with bloated abdomens. Parasites are the first wave of the invasion. They are numerous and their primary goal is to attach to a suitable host, rendering the unfortunate individual a mindless zombie-like being.

STR: 03      Move: 2  
CON: 06      HP: 7  
SIZ: 01      Dex SR: 2  
INT: 02      DB: +0  
POW: 03  
DEX: 16  
BRA: N/A  
HF: 0/1 first time seeing one.

ATTACKS:	ROF	A%	PV	DAM
Bite	1	50	+0	1d3+1*

\*When a bite attack succeeds, the parasite injects a probe into the victim's spinal cord, which bifurcates and grow and spread throughout the host, whereupon it takes control of the victim's body. Each round after the probe is inserted the victim loses 1d3 total HP and must make a CONx1% roll to be able to do anything other than writhe around in agony. Once the victim dies, the corpse animates as a Type I Zombie. After 1d3+1 hours, it becomes a Type II Zombie.

### Armour:

None.

## ZOMBIE, TYPE I

### Undead corpses of non-military personnel

The corpses of non-military personnel at the Test Facility who have been recently animated by a Parasite. The Parasite has not yet established fine motor control, and as such Type I Zombies shamle and stagger. Zombies only know how to kill. They do not know the concept of surrender or retreat.

STR: 14      Move: 3  
CON: 14      HP: 26  
SIZ: 12      Dex SR: 3  
INT: 09      DB: +1D4  
POW: 12  
DEX: 05  
BRA: N/A  
HF: 0/1d2 first time seeing one.

ATTACKS:	ROF	A%	PV	DAM
Claw	1	30	+0	1d3+db
Bite	1	40	+0	1d3+1+db*

\*Poison causes extra 1d10 damage unless CONx5% rolled.

### Armour:

Most have 1AP clothing, some wear Flat Jacket (4AP).

### Notes:

Zombies cannot die or be incapacitated – only be hacked or blown apart. Projectile weapons deal a maximum of 1 HP damage after armour is penetrated. Zombies eventually regenerate if only knocked to the ground (zero hit points without being destroyed). Their poison bite causes extra 1d10 damage unless CONx5% is rolled.

## ZOMBIE, TYPE II

### Customized serial killers

After several hours, the Parasites are able to control a host body with much greater dexterity, allowing actions such as aiming and firing projectile weapons. Their corpses have had probes inserted into their pleasure centres, wired up so when they kill someone, they get paroxysms of ecstasy.

STR: 14      Move: 3  
CON: 14      HP: 26  
SIZ: 12      Dex SR: 3  
INT: 09      DB: +1D4  
POW: 12  
DEX: 10  
BRA: N/A  
HF: 1/1d3 first time seeing one.

ATTACKS:	ROF	A%	PV	DAM
M11P Pistol	3	45	+0	1d10+2
Bite	1	40	+0	1d3+1+db*

\*Poison causes extra 1d10 damage unless CONx5% rolled.

### Armour:

Most have 1AP clothing, some wear personal body armour (4AP).

## ZOMBIE, TYPE III ('GRUNT')

### Undead soldier

Essentially Type II Zombies, Grunts were MKC corporate soldiers before they died, so are outfitted with better armour and have nastier weapons.

STR: 16      Move: 3  
CON: 15      HP: 28  
SIZ: 13      Dex SR: 3  
INT: 11      DB: +1D4  
POW: 12  
DEX: 14  
HF: 1/1d3 first time seeing one.

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ATTACKS:	ROF	A%	PV	DAM
ACR Cmbt Rifle	3/5/10	45	+0	2d8+2
Combat Shotgun	3	45	+0	4d6+2/2d6+1
Bite	1	40	+0	1d3+1+db*

\*Poison causes extra 1d10 damage unless CONx5% rolled.

### Armour:

Riot Armour (6AP) or Combat Armour (8AP)

## ZOMBIE, TYPE IV ('SARGE')

### Undead soldier, minion of evil

Essentially Type III Zombies, Sarges were the leanest and meanest of the MKC corporate soldiers before they died, so are outfitted with better armour and have even nastier weapons than the Grunts.

STR:	16	Move:	3
CON:	15	HP:	28
SIZ:	13	Dex SR:	3
INT:	11	DB:	+1D4
POW:	12		
DEX:	14		
HF:	1/1d3 first time seeing one.		

ATTACKS:	ROF	A%	PV	DAM
M29 TAR	3/5/10	60	+2	2d8+2
M56 Smart Gun	FA/A5	80	+2	2d6+4
Plasma Gun	3/5/10	80	+6	2d8+2
Bite	1	40	+0	1d3+1+db*

\*Poison causes extra 1d10 damage unless CONx5% rolled.

### Armour:

Combat Armour (8AP) or Battle Armour (10AP)

## GHAST

### Lesser independent race

Ghosts inhabit caverns where sunlight never comes. These have arrived in our dimension from another, attracted by the smell of blood.

STR:	23	Move:	10
CON:	14	HP:	40
SIZ:	26	Dex SR:	3
INT:	04	DB:	+2D6
POW:	11		
DEX:	13		
BRA:	12		
HF:	0/1d8 first time seeing one.		

ATTACKS:	ROF	A%	PV	DAM
Bite	1	40	+0	1d10+db
Claw	1	45	+0	1d6+db

### Armour:

None.

### Skills:

Dodge 35%, Stealth 70%.

## INTERLOPER, TYPE I

### Extra-terrene demonic creature

One of the extra-dimensional invaders, Interlopers are horrible, squamous creatures: part reptile, part insect, part batrachian, and all nightmare.

STR:	30	Move:	4
CON:	30	HP:	60
SIZ:	30	Dex SR:	2
INT:	08	DB:	+2D6
POW:	14		
DEX:	16		
BRA:	13		
HF:	1d3/1d6		

ATTACKS:	ROF	A%	PV	DAM
Tongue	1	50	+0	1d6+2*
Bite	1	40	+0	1d10+db
Claw	1	45	+0	1d6+db

\*The Interloper can climb walls and grip to ceilings like a gecko. It has a prehensile tail, and a tongue that is coated in small poisoned barbs (POT10 poison). It also sheds Parasites from an egg sack under its tail. Type I Interlopers can also jump 20m vertical and 30m horizontal

### Armour:

Tough skin (6AP)

## INTERLOPER, TYPE II

### Extra-terrene demonic creature

One of the extra-dimensional invaders, Interlopers are horrible, squamous creatures: part reptile, part insect, part batrachian, and all nightmare.

STR:	30	Move:	4
CON:	30	HP:	60
SIZ:	30	Dex SR:	2
INT:	08	DB:	+2D6
POW:	14		
DEX:	16		
BRA:	14		
HF:	1d3/1d6		

ATTACKS:	ROF	A%	PV	DAM
Spit	1	50	+0	2d6*
Bite	1	40	+0	1d10+db
Claw	1	45	+0	1d6+db

\*acid saliva causes 2d6 damage and has range of 3m – this damage destroys any armour it hits. The Interloper can climb walls and grip to ceilings like a gecko. It has a prehensile tail, and a tongue that is coated in small poisoned barbs (POT10 poison). It also sheds Parasites from an egg sack under its tail. Type II Interlopers can also jump 10m vertical and 10m horizontal.

### Armour:

Tough chitinous hide (6AP)

### SHAMBLER

#### Living Nightmare

Towering 5m high, Shamblers are lumbering horrors from the darkest of nightmares. Their dirty white fur and scythe like claws are stained with the blood and gore of it's victims.

STR: 50      Move: 8  
CON: 50      HP: 90  
SIZ: 40      Dex SR: 3  
INT: 18      DB: +4D6  
POW: 20  
DEX: 10  
BRA: 15  
HF: 1d4/1d10

ATTACKS:	ROF	A%	PV	DAM
Appearance	1	Auto	n/a	*
Lightning	1	80	+0	4d6**
Claw	2	80	+0	1d6+db
Bite	1	50	+0	1d10+db

\*Upon seeing a Shambler, all PCs must roll POW vs. POW or feel an overwhelming wave of fear wash over them. They will have to retreat and be unable to make any offensive moves for 2d6 MR.

\*\*Once a round, a Shambler can fire an arc of lightning from between it's claws. It cannot perform it's claw attacks in the same combat round if it wishes to do this. Any armour struck by the lightning is destroyed. All electronic gear carried by the victim is fried and useless. Knockback rules apply.

#### Armour:

Blood stained furry hide (10AP)

## APPENDIX B: SAMPLE PREGENS

Some ideas for player characters to be used with this adventure

### GUNNERY SERGEANT CORTEZ

#### The Sarge, male aged 34

STR: 16 (24)      Move: 3  
CON: 16      HP: 33  
SIZ: 17      Dex SR: 3  
INT: 14      DB: +1d6 (+2d6)  
POW: 13      SAN: 45  
DEX: 15  
APP: 12  
BRA: 17



#### Armour:

UEAF Stealth Assault Suit 'Raptor' 7pts

#### Augmentations:

Attention Coprocessor (Cyber), Smartlink (Cyber), Cyber Safety (Cyber), Pain Editor (Bio)

#### Skills:

Dodge: 65, Listen: 65, Drive: 30, Spot Hidden: 45, Throw: 50, Unarmed Combat: 60, Handgun: 60, Rifle: 70, Shotgun: 60, Computer Operation: 30.

#### Notes:

Cortez is a soldier's soldier. A career NCO through and through, he knows his job and makes sure all his team knows theirs too. Doesn't mind a bit of back-chat, but never in front of brass.

### CORPORAL CHEN

#### The Corporal, female aged 32

STR: 14 (21)      Move: 3  
CON: 16      HP: 30  
SIZ: 14      Dex SR: 2  
INT: 13      DB: +1d4 (+1d6)  
POW: 16      SAN: 65  
DEX: 17  
APP: 14  
BRA: 17



#### Armour:

UEAF Stealth Assault Suit 'Infiltrator' 6pts

#### Augmentations:

Attention Coprocessor (Cyber), Smartlink (Cyber), Cyber Safety (Cyber), Pain Editor (Bio)

#### Skills:

Dodge: 75, Listen: 45, Drive: 20, Spot Hidden: 65, Unarmed Combat: 55, Handgun: 65, Rifle: 80, Shotgun: 40, Computer Operation: 25.

#### Notes:

Chen is the 2nd in command of Striketeam Charlie, and is also the team comtech. She and Cortez have a good working relationship. This is their 17th mission together as members of Tactical Group 8.

### PFC HOLLISTER

#### The Combat Engineer, male aged 28

STR: 15 (21)      Move: 3  
CON: 17      HP: 32  
SIZ: 15      Dex SR: 2  
INT: 15      DB: +1d4 (+1d6)  
POW: 13      SAN: 50  
DEX: 16  
APP: 13  
BRA: 15



#### Armour:

UEAF Stealth Assault Suit 'Infiltrator' 6pts

#### Augmentations:

Attention Coprocessor (Cyber), Smartlink (Cyber), Cyber Safety (Cyber), Pain Editor (Bio)

#### Skills:

Dodge: 55, Listen: 35, Drive: 20, Spot Hidden: 35, Unarmed Combat: 65, Handgun: 55, Rifle: 65,

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Demolition: 70, Computer Operation: 35, Electronics Comms: 55, Chemistry: 30, Physics: 30.

### Notes:

As the specialist in charge of engineering and demolitions under combat conditions, Hollister is the man in charge of the nuclear device. He is also responsible for blowing things up using a variety of explosive devices.

## PRIVATE PETROVICH

### The Medic, male aged 26

STR: 13 (19) Move: 3  
CON: 14 HP: 29  
SIZ: 15 Dex SR: 2  
INT: 17 DB: +1d4 (+1d6)  
POW: 16 SAN: 60  
DEX: 17  
APP: 15  
BRA: 16



### Armour:

UEAF Stealth Assault Suit 'Infiltrator' 6pts

### Augmentations:

Attention Coprocessor (Cyber), Smartlink (Cyber), Cyber Safety (Cyber), Pain Editor (Bio)

### Skills:

Listen: 40, Stealth: 40, Spot Hidden: 55, Unarmed Combat: 35, Handgun: 55, Rifle: 45, Computer Operation: 35, Electronics Comms: 35, Data Analysis 55, Medicine 60, First Aid 75.

### Notes:

Petrovich is the team medic. He is a quiet man and privately religious. The health and wellbeing of his teammates is his primary concern. He will also try to aid others, provided it does not put Charlie Team in danger.

## PRIVATE CHAVEZ

### The Sniper, female aged 28

STR: 14 (21) Move: 3  
CON: 15 HP: 28  
SIZ: 13 Dex SR: 2  
INT: 13 DB: +1d4 (+1d6)  
POW: 15 SAN: 45  
DEX: 17  
APP: 13  
BRA: 14



### Armour:

UEAF Stealth Assault Suit 'Infiltrator' 6pts

### Augmentations:

Attention Coprocessor (Cyber), Smartlink (Cyber), Cyber Safety (Cyber), Pain Editor (Bio)

### Skills:

Listen: 60, Stealth: 60, Spot Hidden: 65, Unarmed Combat: 45, Handgun: 65, Rifle: 95, Computer Operation: 25, Electronics Comms: 45.

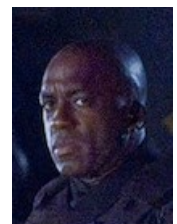
### Notes:

Chavez talks to herself. In any other military unit other than the MiliSci Commando Division, she may have found herself receiving a medical discharge. Trouble is, she is too good at her job, and provided her little idiosyncrasies don't prevent her carrying out her mission objectives, her C.O. is willing to turn a blind eye.

## PRIVATE BOHRS

### The Heavy Weapons specialist, male, aged 27

STR: 18 (27) Move: 3  
CON: 17 HP: 35  
SIZ: 18 Dex SR: 3  
INT: 13 DB: +1d6 (+2d6)  
POW: 14 SAN: 65  
DEX: 15  
APP: 12  
BRA: 15



### Armour:

UEAF Stealth Assault Suit 'Infiltrator' 6pts

### Augmentations:

Attention Coprocessor (Cyber), Smartlink (Cyber), Cyber Safety (Cyber), Pain Editor (Bio)

### Skills:

Listen: 40, Stealth: 30, Spot Hidden: 45, Unarmed Combat: 55, Handgun: 40, Rifle: 50, Machine Gun: 55, Heavy Weapon: 65, Electronics Comms: 25.

### Notes:

Youngest member of Striketeam Charlie, Bohrs often gets called 'the kid'. He may be the youngest, but almost 2m tall and almost 90kg of solid muscle, he most certainly isn't the smallest. He carries the squad support and heavy weapons.



### APPENDIX C: HANDOUTS

#### INVESTIGATORS HANDOUT 1

##### Mission Equipment:

Team equipment can be divided up as the squad leader sees fit. Any extra items requested is at the Keeper's discretion.

##### COMMANDOS EQUIPMENT

- 1x SAS 'Raptor' Armour (8.0kg)
- 1x Compression Suit (neg)
- 1x Rebreather 24 hours air supply (5.0kg)
- 1x MedKit (0.5 kg)
- 6x Flares (0.5 kg)
- 1x Individual Marine Pack (IMP)
- 1x metal frame backpack (1.0 kg)
- 4x HE Grenades (1.0 kg)
- 2x Smoke Grenades (0.5kg)
- 1x Knife (0.5 kg)
- 1x IR Poncho (0.25 kg)
- 1x M11P Automatic Pistol w/2 magazines
- 1x M29 Assault Rifle w/5 magazines
- 1x Short range tac comlink
- 1x Locater Device
- 1x Identification Friend Foe (IFF) transponder

##### AEROSPACE PILOT KIT

- 1x Flight Fatigues and G-Suit
- 1x Compression Suit (4kg)
- 1x M3 Combat Armour (8AP)
- 1x MedKit (0.5 kg, only with First Aid Skill)
- 6x Flares (0.5 kg)
- 1x Knife (0.5 kg)
- 1x M11P Automatic Pistol w/5 magazines
- 1x M41 SMG w/5 magazines
- 1x Medium range comlink
- 1x Locater Device
- 1x Identification Friend Foe (IFF) transponder
- 2x HE Grenades (1 kg)
- 2x Smoke Grenades (1kg)

##### TEAM EQUIPMENT

- 1x Tactical nuclear device, with arming key and prefix code. The nominal explosive yield of the device is 25 kilotons.
- 1x Intelligence Computer – contains schematics of the Surface Loading Dock and the Storage Area. Also has information about the Lunar surface, Tsiolkovsky Crater, and how to shut down the Slipgate.
- 1x SATCOM (Communications Uplink)
- 1x Data Recorder
- 2x Inertial Tracker
- 1x Advanced Medical Kit
- 12x Rocket Pitons
- 1x Scanner
- 1x Comtech Toolkit
- 1x Demolitions Toolkit
- 1x M42 Gauss Rifle w/2 magazines
- 1x M56 Smart Gun w/2 magazines (10/20mm)
- 1x M71 SSW w/200rd drum magazine
- 1x M240 Flamethrower w/1 tank of fuel
- 1x M90 Grenade Launcher w/4 drums 2x HE, 1x Smoke, 1x Stun
- 2x Combat Shotguns w/2 drums of ammunition 1x standard, 1x baton
- 2x TASER pistols w/2 magazines each
- 1x Smart Missile Launcher
- 1x Smart missile pod per PC
- 1x Fibre optic camera
- 1x Thermal imaging camera
- 1x Laser cutter
- 1x pair of heavy wire cutters
- 1x Repair kit for compression suits.



## INVESTIGATORS HANDOUT 2

### Orbit 1: Luna ("The Moon") Class 3 Colony



<b>Orbit Radius</b>	362,600 km
<b>Type</b>	Desert
<b>Density</b>	0.6
<b>Diameter</b>	3476 km
<b>Gravity</b>	0.165 G



#### ATMOSPHERICS / ORBIT

<b>Atmosphere</b>	Vacuum
<b>Pressure</b>	0
<b>Composition</b>	
<b>Orbital period</b>	27.3 days
<b>Rotational period</b>	27.3 days

#### TEMPERATURE / SATELLITES

<b>Polar</b>	-127°C
<b>equatorial</b>	-53°C
<b>Satellite</b>	0

#### UNUSUAL FEATURES

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#### WATER

<b>Water</b>	Ice caps
<b>% water</b>	0
<b>% ice</b>	2
<b>% clouds</b>	0

#### MINERAL RESOURCES

<b>Metal ore</b>	12
<b>Radioactive ore</b>	2
<b>Precious metal</b>	0
<b>Raw crystal</b>	0
<b>Precious gems</b>	0

### Description:

Luna, the natural satellite of Earth, is a large rocky body like the four inner planets, although it has only one-sixth Earth's gravity, no atmosphere, and no magnetic field. It was created 4.5 billion years ago when a giant asteroid struck Earth and blasted debris into space; this debris coalesced to form the moon. Luna is tidally locked with Earth, so the near side always faces Earth and the far side always faces away. There is no "dark side of the moon," really, as all areas get sunlight half the time, but as on Mercury, some deep craters near the poles are in permanent shadow. These were discovered to contain small ice deposits.

With no atmosphere to burn up incoming meteors, Luna has been an exposed target in a cosmic shooting gallery for billions of years. The Lunar landscape is dominated by overlapping impact craters. They range in size from a few feet across to the giant South Pole-Aitken Basin (2,200 km wide and 12 km deep) on the far side, the largest impact crater in the solar system. The Lunar landscape varies considerably between the near and far sides. Flat maria – giant asteroid impact craters whose surfaces were later smoothed over by basalt lava flows – cover one-sixth of Luna, and are concentrated on the near side. Most of the far side and much of the near side is made up of the lunar highlands, formed from interlocking large and small craters.

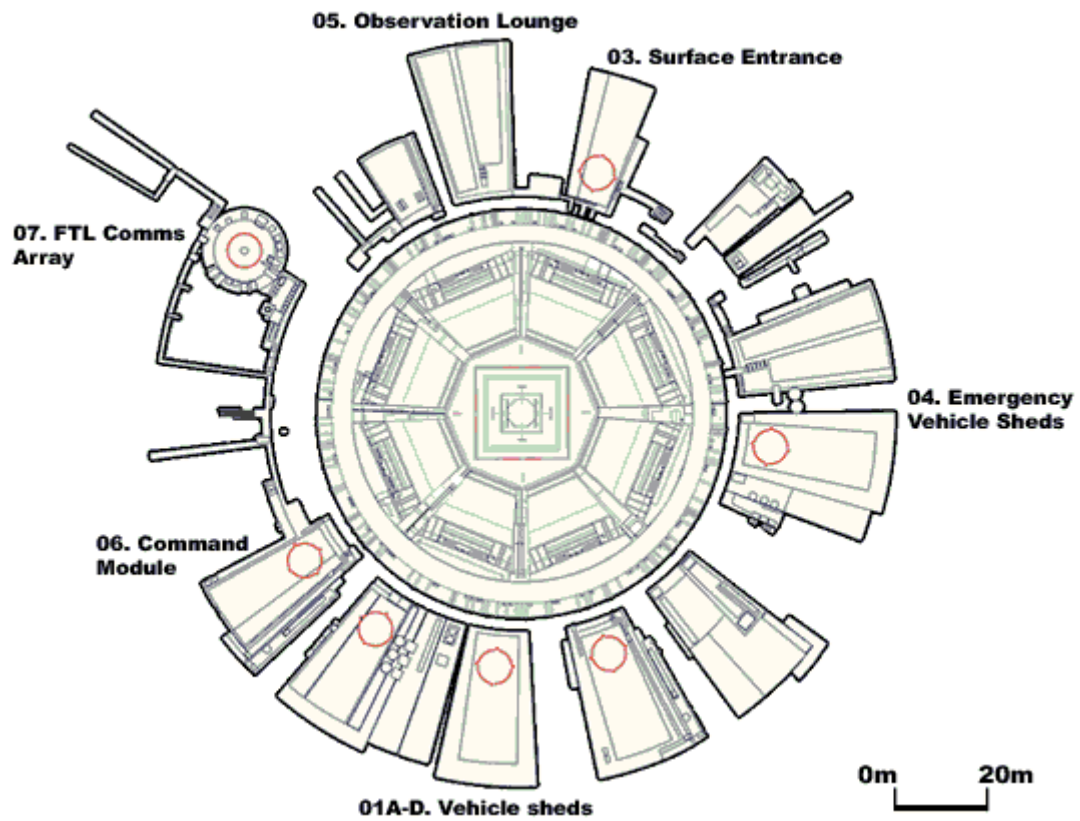
The Lunar surface is covered with regolith, a loose fine-grained material with two major components: dusty rock and mineral particles, and agglutinates, mineral and rock welded together by glass produced in meteor impacts. The regolith is exposed directly to the solar wind. This has seeded it with useful volatiles, including traces of both hydrogen and He-3. In addition, about half the mass of Lunar rocks is made up of oxygen, and there are also economically useful quantities of iron, aluminum, and titanium. However, Luna is incredibly dry, with the only water ice being found intermixed with regolith on the north and south poles.

Luna's population prides itself on being a multinational cosmopolitan society on the cutting edge of Earth's technology. The major industries include He-3 mining (exporting it to Earth), ice and oxygen mining (for domestic consumption and export to Earth-Lunar stations), and heavy manufacturing, especially using processes considered dangerous or polluting on Earth. Much of Luna's infrastructure is owned by the large Japanese industrial combines MKC and Federated Boeing Interstellar. The importance of He-3 mining to the Lunar economy is declining due to competition with Saturn. The Lunar combines have diversified into manufacturing and tourism, but even so, there are fears that Luna may become an economic backwater.

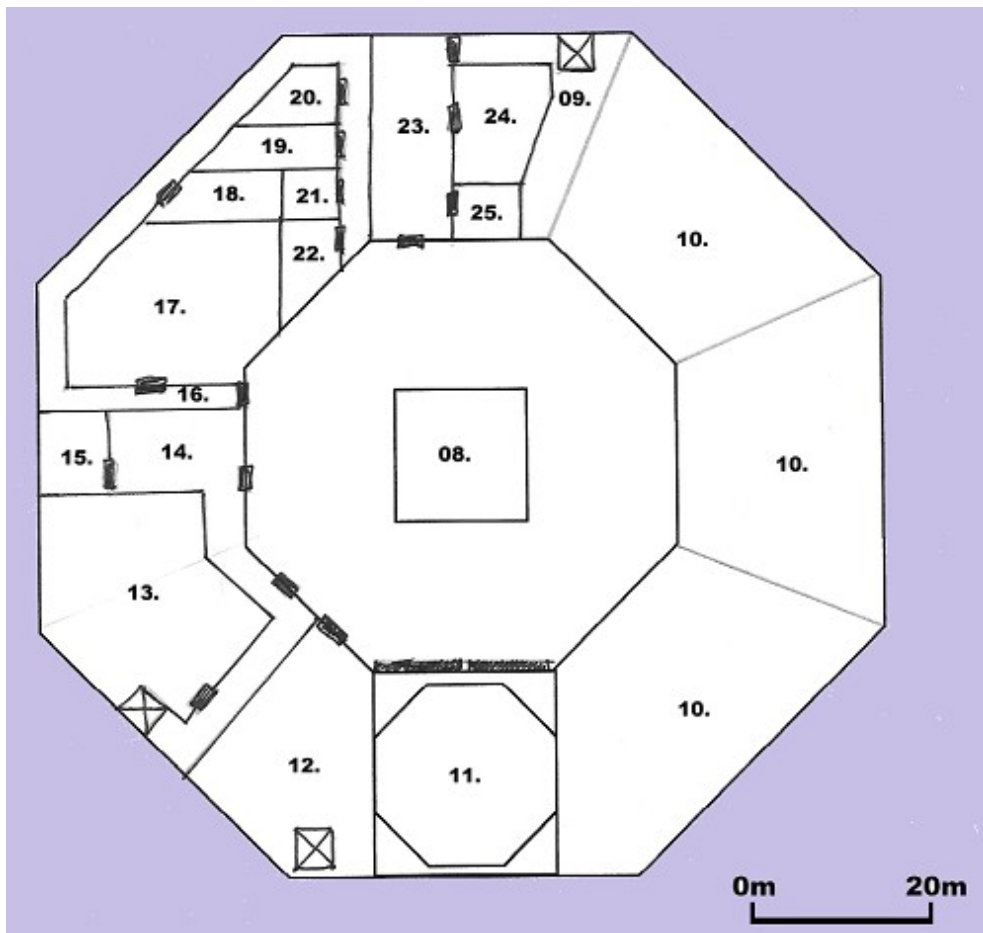
## MAP 1: TSIOLKOVSKY CRATER



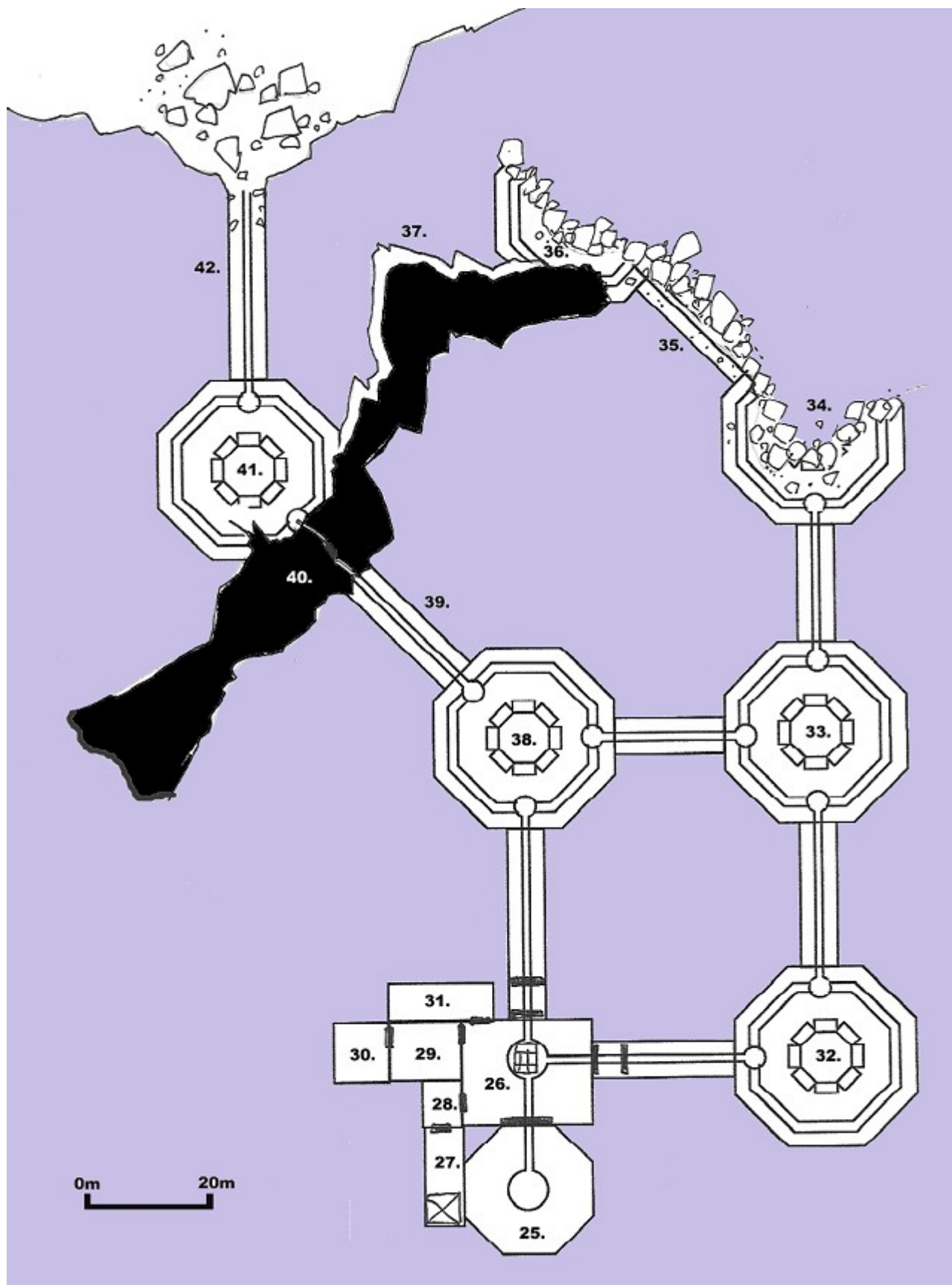
## MAP 2: THE SURFACE LOADING DOCK



## MAP 3: THE STORAGE AREA

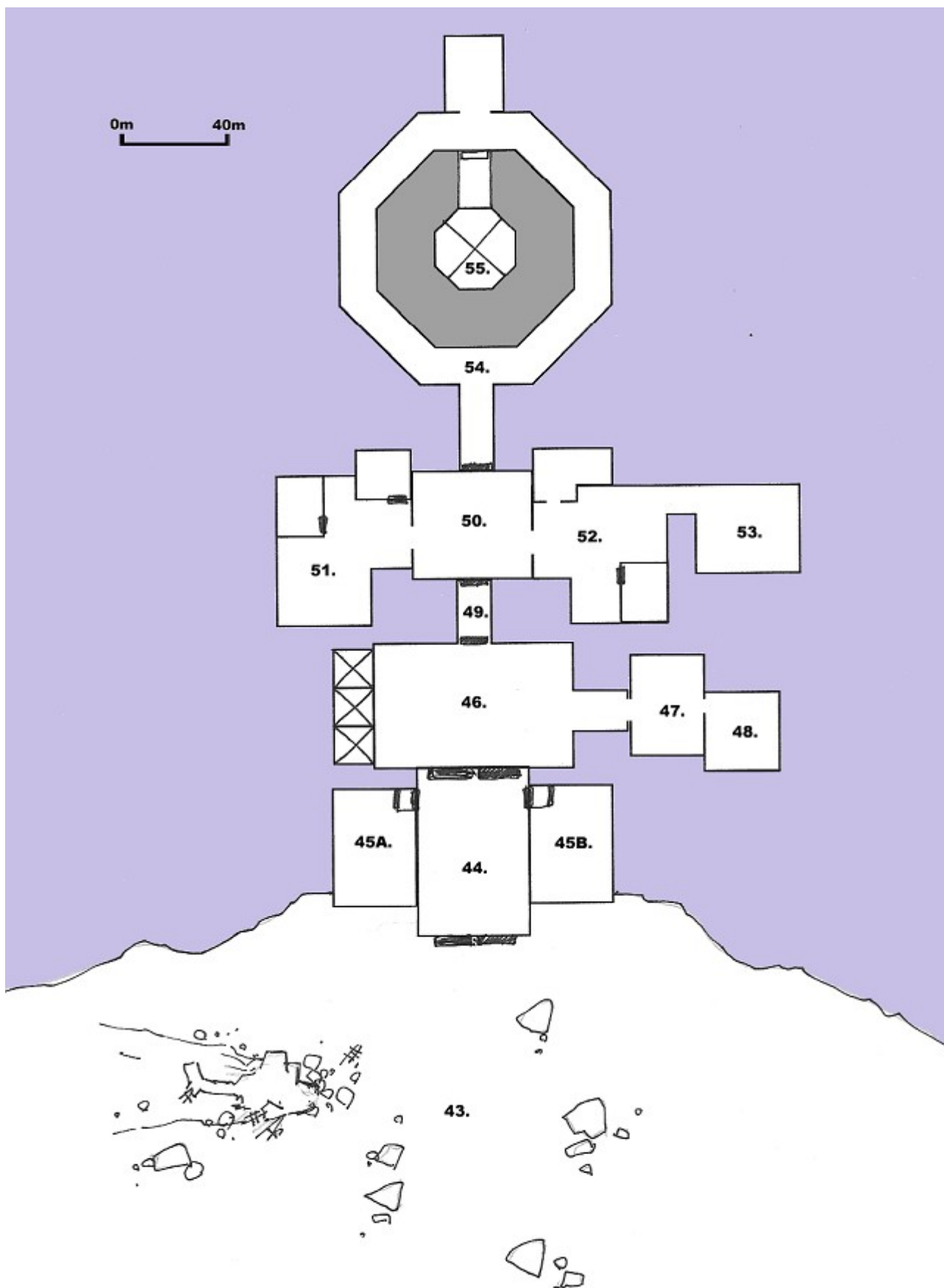


## MAP 4: THE ABANDONED HELIUM-3 MINE



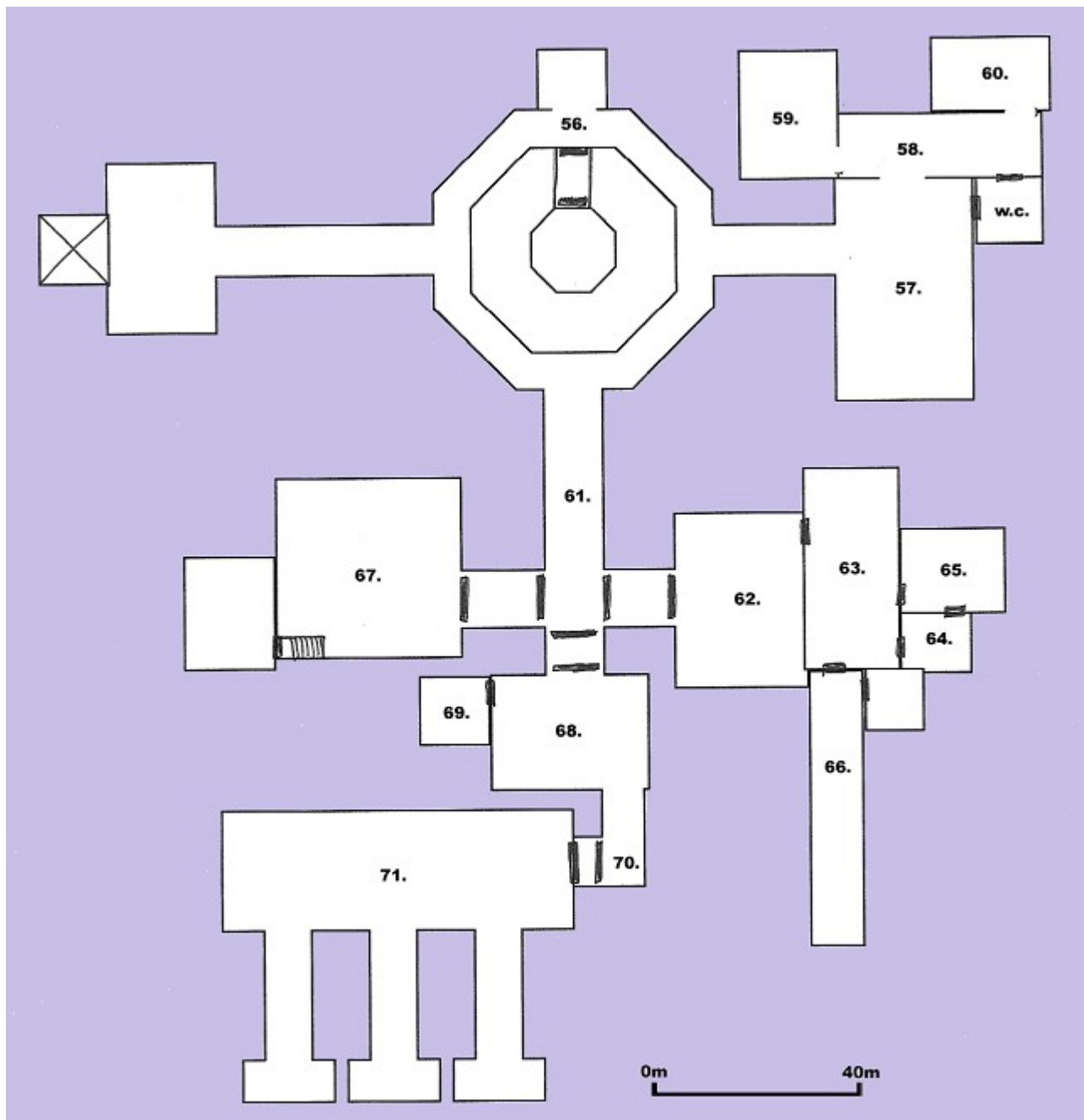


**MAP 5: THE RESEARCH FACILITY - GROUND FLOOR**

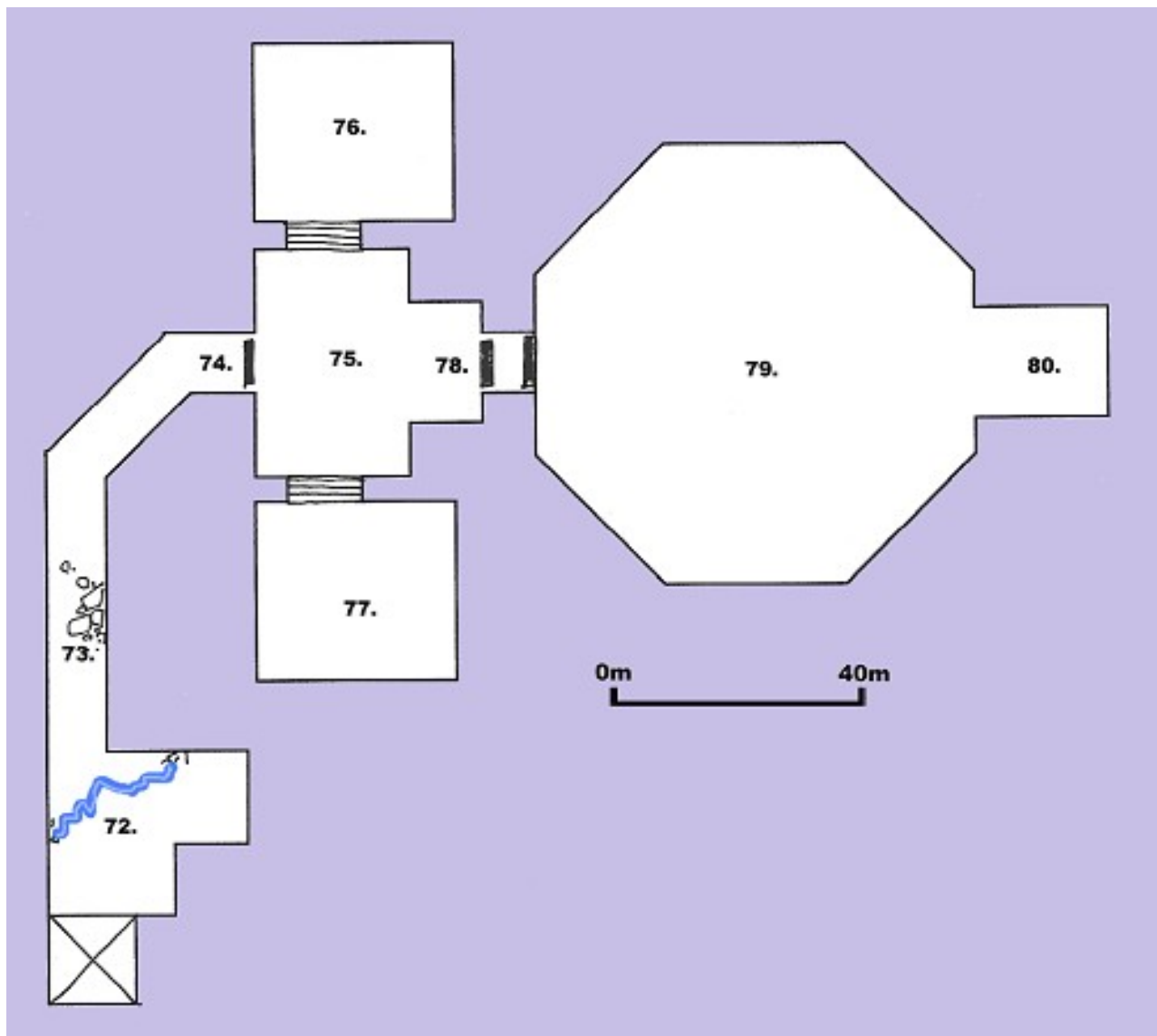




**MAP 6: THE RESEARCH FACILITY - SUB LEVEL 1**



## MAP 7: THE RESEARCH FACILITY - SUB LEVEL 2



# THE GANYMEDE JOB

by John Ossoway

*The Ganymede Job is a short Cthulhu Rising adventure designed to be played by a group of up to 6 players in one gaming session. It is a prequel to Escape Velocity from the Chaosium monograph Jovian Nightmares, and owning this publication is a distinct advantage to Keepers.*

## KEEPERS INFORMATION 1

### Introduction

Essentially a heist movie, the players take the roles of a team of corporate mercenaries – criminals for hire – who have been employed to steal an item from a remote laboratory complex on the Galilean moon Ganymede. The adventure is designed to be quite free-form once the initial set-up has taken place: the players will be given information and equipment to execute the robbery, but it is down to them as to how they actually complete the task.

## KEEPERS INFORMATION 2

### Ganymede

Ganymede is Jupiter's largest moon, and indeed the largest moon in the entire solar system; it is larger in diameter than Mercury but only about half its mass. Ganymede is much larger than Pluto. It was one of the first places that human explorers landed when visiting the outer planets.

The third largest of the Circum-Jove colonies, Ganymede has a population of approximately 50,000. Most of this number is located in the settlements on and below the vast Galileo Regio plains. Ganymede is often referred to as Nanotech Valley, the name homage to Silicon Valley back on Earth. This is because the moon is a leading high tech hub with a large number of nanotech-engineers and venture capital backed technology start-ups based here. The Nanoforges and Manufactories of Ganymede are the lead suppliers of nanotechnology to Sol industry.

Give the players Investigators Handout #1.

## KEEPERS INFORMATION 3

### Rules conventions on Ganymede

A few pointers and spot rules for Keepers running Investigators on Ganymede.

### The Physical Environment

While Ganymede possesses a magnetosphere, it has only a trace atmosphere composed mainly of molecular oxygen. Surface gravity on the moon is barely more than a tenth that of Earth, and temperatures rarely climb above 110K (-163°C).

For rules purposes, the surface of Ganymede is hard vacuum and any human exposed to this environment without a suit will die extremely quickly (there is no need to roll dice). Air and pressure will quickly be lost if a pressurised environment is compromised, be it a vehicle, structure, or suit. If the life support systems of a structure, vehicle, or suit fail, those inside will suffocate when the air runs out.

### Combat

Refer to the New Horizon core rulebook for Zero-G combat and Armor Damage for damage in hazardous environments.

## KEEPERS INFORMATION 4

### Adventure Background

Qin Mian Technologies is an advanced biotechnology firm engaged in industrial and medical biotechnology research and development. Their CEO, Aaron Kwok, is an outspoken critic of the Jovian Treatise of 2198; believing biotechnology research will lift humanity to the next level of its evolution, but only if allowed a free reign to explore the possibilities.

Qin Mian Technologies is the company responsible for the virus that is the catalyst for the events in Escape Velocity. At the remote Nidus Labs complex on Ganymede, the company has been somewhat foolishly engaged in a top secret project involving Shoggoth matter. Scientists at Nidus Labs were attempting to create some kind of bio-weapon by splicing Shoggoth DNA with a sample of the virus that caused the Ngano Plague of 2250. What they ended up with was a highly infectious contagion with a 99.6% communicability rate, and which mutated its victims into proto-shoggoth matter.

### Ngano Virus

The Ngano Virus is a highly contagious viral disease that causes vivid hallucinations and acute paranoid delusions in those exposed. Infected victims are dubbed 'Crazies' due to the insane psychopathic state induced during the plague's later stages.

The virus originated on 58 Eridani II (Ngano), a jungle world in the 58 Eridani star system. The plague quickly wiped out the colony on the planet, and due to its 4 week incubation period claimed almost half a million lives on other worlds before its spread could be checked.

58 Eridani II is still quarantined by military blockade. It is a no-go area to all except android science teams. The men and women enforcing the blockade have a shoot to kill policy on any spaceships attempting to leave the system that do not first submit to rigorous quarantine checks. The danger pay for working the military blockade is high. An individual accidentally exposed to the atmosphere of 58 Eridani II is immediately banned from ever entering the Sol system, under pain of death, whether infected or not.

Scientists have since identified the source of the Ngano Virus: a species of hyper-evolving virus analogue indigenous to 58 Eridani II. The virus has an uncanny survival trait that allows it to mutate and evolve at a rate that is in the order of millions of times faster than its Earth-bound cousins. This trait has allowed the virus to adapt to be able to infect and thrive in life forms not native to its home planet – i.e. in human hosts.

### The Patron

A rival corporation has somehow learnt that Qin Mian Technologies are working on a very valuable and very dangerous project out at their Nidus Laboratory on Ganymede. Somebody in the special projects division of this rival has decided to engage in a little industrial espionage – they have put plans into motion to recruit a team to get a sample of whatever it is that Qin Mian Technologies are working on. This is where Johansson and the Investigators come in...

## THE ADVENTURE 1

### Introduction

Adventurers prefer the term independent specialists. Others might call their roles corporate mercenaries, but the nomenclature is somewhat meaningless.

Read the following to the players:

*It has taken you almost 6 days to reach Circum-Jove space from Mars orbit.*

*You savour the moment of free-fall before the shuttle's fusion drive kicks in, slamming it away from asymmetric bulk of the Martian Princess, quickly outrunning the other shuttles which the star-liner has disgorged. Once within the airspace boundary of*

*Ganymede, traffic-management co-opts your vessel, assigning it a touchdown corridor towards Acallaris City. As your shuttle barrel rolls into its approach vector, the moon seems to enlarge perceptibly; a flattening ash-grey arc.*

*You look down at your travel documents again. You have travelled from Mars to Ganymede as employees of Hercules Shipping. Upon arrival you are to report to the Hercules Shipping Freight Terminal from where you will be taken to meet your employer, Mr Aldus Johansson.*

*You've worked for Johansson before. He might pay taxes as Chief Operations Manager for Hercules Shipping, but you know the company is a front. Johansson is actually a fixer for unnamed member of the Dirty Dozen – the largest of the megacorporations. He pays well and is always as honest as he can be given his circumstances.*

*You prefer to call yourself a freelance specialist. Others prefer to call you a corporate mercenary, but what's in a name? Besides, the pay is good, and as the man once said: It's a dirty job but someone's got to do it.*

Give the players Investigators Handout #2.



### THE ADVENTURE 2

#### Mr Johansson

The Investigators have been hired by Mr Johansson, a fixer for an unnamed major corporation. Each was contacted through the usual channels, and each been given passage to Acallaris, the largest city on Ganymede. They have all worked for Mr Johansson on previous occasions; though have not necessarily worked with each other.

The initial meeting is at a private suite at the Nidaba Sunrise hotel in uptown Acallaris. The suite is luxurious, its windows offering panoramic views of the Nidaba Crater, beyond the city dome to the north of Acallaris.

The Investigators will all be present when Johansson arrives, accompanied by two others: a short stocky man with a shaved head and a lithe looking woman with bright purple hair – both obviously his bodyguards. Johansson will introduce the Investigators to each other, and will include a short anecdotal reference to each of their abilities (see Appendix B, Pregens). Without further ado, he will outline the job

### THE ADVENTURE 3

#### The Job

The Investigators have been assembled to plan and execute a robbery – an illegal acquisition of corporate assets from a facility on Ganymede owned by medical research company Qin Mian Technologies. Nidus Labs is where Qin Mian Technologies conduct their most radical biotech R&D. They are currently engaged in a top secret biotech project - "Project Green Water" - involving some form of nanotech replication technology. Johansson's employers want the PCs to acquire a live sample and a copy of the associated research data.

#### The Sample

It is standard operating procedure for R&D work involving nanotech to be conducted in sterile clean rooms. When not in use, the sample is stored in an armoured safe, locked using Quantum Encryption. The Quantum Key is probably in the possession of the senior scientist or the site administrator.

#### The Research Data

Intelligence suggests that the research data will be booby-trapped to quantum encrypt itself if downloaded from anywhere other than a small number of predefined terminals. These are as follows:

1. The Data Core
2. Head Scientist's office
3. Operations

If the Investigators question Johansson's motives, it should be stressed that he is a fixer. He gets things

done. It is not for him to question the motives of his employers. If Johansson's employers want something, he makes sure they get it.

#### Time Frame

For undisclosed reasons, Johansson's employers want the heist planned and executed within 72 hours of the team's arrival on Ganymede. It is a tight schedule, but Johansson believes he has assembled a team capable of success, and this is reflected in the payment being offered.

#### Payment

Johansson's has been authorised to offer the Investigators payment of E\$1.5million to divide as they see fit. His employers have left some room for negotiation, allowing Johansson to go up to E\$2 million but no more. This payment will be made via electronic transfer to a numbered Martian bank account upon successful completion of the mission.

Give the players Investigators Handout #3.

### INVESTIGATORS INFORMATION 1

#### Planning the Heist

To aid the PCs in the planning of the heist, Johansson can provide the following information:

##### 1. Intelligence

Johansson has obtained partial schematics of the site, but it is up to the PCs how they get in, get the package, and get out. Give the players the following:

- Map 1: Arbela Sulcus
- Map 2: Nidus Crater
- Map 3: Nidus Labs Surface Facility
- Information about Qin Mian Technologies and Nidus Labs. Give the players Investigators Handout #4.

##### 2. Personnel Roster

Johansson has been unable to get an exact personnel number for the labs, but his best intelligence estimates a research team of no more than half a dozen scientists, a 'handful' of security staff and a couple of technicians.

##### 3. Time Frame

Once the alarm is raised at Nidus Labs, the PCs have approximately 30 minutes EST before Qin Mian will be able to transport additional security personnel onsite.

##### 4. Possible insertion points into the facility

See Keepers Information 5-8: Insertion Points. Johansson will point out likely insertion routes into Nidus



## NEW HORIZON, scenario pack EX3.0

Labs, but it is up to the PCs to choose their final point of entry.

### 5. Equipment

Each player will be assigned equipment according to their specialty, plus will be able to draw extra gear from a pool of items provided. Give the players Investigators Handout #5: Team Equipment.

### 6. Transport

The players will be provided with an orbital shuttle and a pilot if they do not have one. Give the players Investigators Handout #7: CA1709 Light Orbital Transport (LOT).

### 7. Rendezvous Coordinates

Johansson will be waiting for the Investigators onboard the Telemachus, an interplanetary freighter currently orbiting in the Ganymede Swarm. The Telemachus will take the Investigators to Callisto, where they will be given travel papers back to Mars.

The sensor grids described in Investigators' Information 4 have an 80% chance of detecting any human-sized object moving across the floor of the Nidus Crater. This check should be made for every 100m that the PCs move.



## KEEPERS INFORMATION 5

### Insertion Point 1: The Direct Approach

See Map 3 – The Surface Installation

This approach involves landing at the surface landing platform, and then entering the complex through the hangar and main lift shaft.

The direct approach has the highest associated risk. All flights to Nidus Labs are scheduled by Qin Mian HQ in Acellaris City. Approaching Nidus Labs in an unscheduled shuttle will either get the PCs shot down or met by a security detail upon arrival. PCs should be dissuaded from attempting this.

Attempting to hack into the Qin Mian network to insert a false record onto the flight schedule is very difficult (Computer Security with a -50% penalty). Make the roll in private. If the PCs fail, Qin Mian is alerted but may choose to lay a trap for the PCs...

## KEEPERS INFORMATION 6

### Insertion Point 2: The Long Walk

See Map 3 – The Surface Installation

This approach involves crossing the crater and accessing the lab complex via either the Surface Airlock (3) or one of the 2x emergency escape shafts (6). See Keeper's Information 9 for more details.

This approach has the second highest initial risk. If it goes wrong the PCs face the possibility of being trapped on the surface with nowhere to run.

## KEEPERS INFORMATION 7

### Insertion Point 3: The Ice Tunnels

See Map 4 – The Ice Tunnels

This route involves negotiating a labyrinth of ice tunnels and caverns which honeycomb the crater beneath the surface. They eventually emerge in a large cavern with an entrance into location (18) of the A-Level (map 6).

The ice tunnels can be accessed without having to climb down into the crater. This means the approach will be underground, invisible to the surface defences. That said there are some defences...

#### The Entrance

The entrance is via a vertical shaft 500m west of the lab complex. The shaft is approximately 90m deep, made of striated layers of rock and compressed ice. At the bottom of the shaft is a large ice cavern, from which a dozen tunnels disappear into darkness. The tunnel leading to Nidus Labs has been tagged in the PCs Augmented Reality overlays.

#### The Ice Tunnels

The ice tunnels are lava tubes which have been coated in ice at some point in Ganymede's history. The walls glow an eerie blue when illuminated. The surfaces are slippery (-25% on all physical actions such as Climb, Jump, Dodge etc). The gravity in the ice tunnels is microgravity, essentially zero-g.

#### 1. The Long Tunnel

The tunnel from the cave entrance to Nidus Labs is narrow, 3m wide at most. It twists its way towards the centre of the crater for almost 400m until it arrives at a t-junction.

### 2. The Cave-In

As the PCs pass through this section of ice tunnels, allow a Spot Hidden check. Anyone who succeeds will see the ice on the ceiling silently fracturing. The entire ceiling in the area marked on the map will collapse, choking the cavern with ice and rubble. A Jump check is required to get clear. Anyone caught in this cave-in takes 1d6 damage to 3x random hit locations.

### 3. The Upwelling

This cavern will erupt with cryovolcanic activity once the party are halfway across. A bubble of cryomagma – or ice-volcanic melt – rapidly forms a plume, filling the room. The water will condense to a solid form when exposed to the very low surrounding temperature within seconds. If the PCs are caught they risk being trapped in the ice as it solidifies (Jump/Dodge check?).

### 4. Experiments

This cavern is filled with seismic monitoring equipment. If any PC enters the cavern the vibrations caused by their movement will trigger the sensors in the monitors, which will begin recording. This data is reviewed once a day by one of the androids at the site.

### 5. The Cavern

In the centre of this large ice cavern is a stack of crates, all stamped with the Qin Mian Technologies logo. The crates contain things such as survival gear, scientific equipment etc. Next to the crates are parked two quad-bikes.

#### Occupants:

Two security servitors prowl this cavern, programmed to watch for the approach of any unauthorised personnel. If this occurs they have orders to alert the Nidus Labs AI, and then challenge the intruders.

### 6. The Entrance

An airlock entrance is embedded in the icy cavern wall here. To open the airlock from the outside requires an Electronics Security check. See encounter location (18) in Keepers Information XX for more details.

## KEEPERS INFORMATION 8

### Insertion Point 4: The Access Tunnel

See Map 5 – The Thermal Vents/ Access Tunnel

Nidus Labs obtains its power via a fusion reactor. The reactor lies approximately 1km away from the laboratory, and to enter the labs via this route involves negotiating an 80m deep shaft which provides thermal venting from the power plant to gain access to an 800m long maintenance tunnel which connects directly to the lab complex. This route will bring the PCs out at location (12) of the Nidus Labs B-Level. The gravity in the tunnel is microgravity, essentially zero-g.

### 1. The Vents

From the surface, the thermal vents look like a 100m x 100m grid of 5m x 5m chimneys – 20 in total – punching up out of the surrounding ice and rock to a height of 5m. Each chimney top is covered in a metal grill which can be easily removed with the right tools.

### 2. The Shafts

Each vent is constructed of ceramic composite, and drops 80m into the ground. The shafts have no handholds but it should be possible with climbing equipment to negotiate the shaft with a Climb check.

The most dangerous aspect of the climb is avoiding the automated thermal venting which occurs once every 60 minutes. At this time each vent expels a jet of superheated vapour which boils away in vacuum once it reaches the surface. Any PC caught in a shaft during this process will potentially be cooked inside their space suits (4d6 heat damage).



### 3. The Grille

Each shaft leads to the ceiling of the Primary Heat Exchanger. 5m below is a metal grille above the 100m x 100m chamber.

### 4. The Heat Sinks

The heat sinks are ceramic-composite heat exchangers, each 20m high and 5m x 5m.

Every 60 minutes they rise en masse on pneumatic pistons into their corresponding ceiling shafts, expelling superheated steam from the fusion reactor buried below the chamber.

### 5. The Chamber

The chamber containing the Primary Heat Exchanger is approximately 100m x 100m and 25m high. The chamber is filled with an ambient hum of heavy machinery, limited any Listen checks to 25% maximum.

### 6. The Hatch

This is a maintenance hatch in the metal grille. Large enough for a SIZ/18 person to pass through unhindered.

### 7. The Pressure Door

The pressure door is locked, and a Devise or Electronics Security check is required to open it. It leads into the access tunnel (9).

### 8. Maintenance Room

This room contains a small work-area and shelves of mechanical and electronic tools. There is also a row of lockers containing emergency space suits, air supplies, medical equipment etc.

### 9. The Access Tunnel

The tunnel is solid rockcrete with a diameter of 5m, the walls lined with conduits and cables. It runs for 800m until it arrives at location (12) of the Nidus Labs B-Level.

#### Occupants:

It will be a case of extremely bad luck if the PCs encounter personnel inside the maintenance tunnel. However if they caused serious damage to any of the systems while negotiating the Primary Heat Exchanger there is a 25% chance of encountering a work detail enroute to investigate from the lab complex. This work detail comprises of:

- 1x technician (25% chance human, otherwise an android)
- 1d3+1 maintenance servitors (spider-like robots the size of large dogs, manipulator arms bristling with tools).

### 10. The Airlock

The airlock leads into Nidus Labs and will be locked. See location (12) of the Nidus Labs B-Level for more details.

## KEEPERS INFORMATION 9

### Nidus Labs

Qin Mian Technologies conduct most of their sensitive R&D work at Nidus Labs, a small laboratory complex located in the Nidus Crater approximately 3500km to the east of Acallaris City, in the Arbela Sulcus.

Arbela Sulcus is a 24 kilometre-wide chasm that cuts through the cratered plains of the Nicholson Regio. The chasm is believed to have formed a combination of crustal spreading and cryovolcanic flooding. The chasm averages 400m deep, and its floor is divided into a series of deep furrows and ridges caused by fractures in the icy crust of Ganymede.

Nidus Labs lies in a 10km impact crater at the bottom of the Arbela Sulcus. The walls of the crater average 60m high and there is not much to be seen on the surface – the majority of the lab complex is underground – a 100m diameter inverted cone of metal and rockcrete sunk vertically into the ice. The only sign of life on the surface is a landing pad and associated ancillary structures. Everything else is 30m below ground.

#### Surface Defences

Nidus Labs is protected by several levels of security systems:

##### 1. Sensors.

Overlapping sensor grids cover the entire floor of the Nidus crater, preventing anything man-sized or larger from approaching without being spotted and tagged by the laboratory AI. Once tagged, security personnel at the site will be alerted, and the element of surprise will be lost.

##### 2. Weapons Systems.

Pods containing sentry guns can pop up and open fire at any time. In addition the landing platform is defended by a railgun turret and a battery of micro-missile launchers capable of intercepting both space vehicles and inbound missiles.

Nidus Labs has a small personnel roster, under the management of Mr Luo Jinquan, a trusted special projects manager known for getting results. Jinquan is currently in charge of Project Green Water – the project concerned with investigating the military applications of protomatter.

The following section contains information about site-wide systems at Nidus Labs, as well as descriptions of all important encounter locations.



## NEW HORIZON, scenario pack EX3.0

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### Communications

For routine communications, Nidus Labs is equipped with a long-range laser communicator keyed to the Circum-Jove satellite network. For more sensitive data, there is a quantum communicator. For emergencies there is also a long-range radio transmitter backup.

### Computers

Nidus Labs has a carbon-60 based core mainframe running Darwin, a robust Gamma level AI designed specifically for the installation. Darwin is programmed to monitor and maintain all autonomic systems such as life support, power and gravity, as well as having the capability of operating communications and security if necessary.

Darwin can be contacted via any terminal in the lab complex, or via any wireless device with access rights. However the AI can only be reprogrammed via the main CPU terminal in the operations centre.

### Gravity

Nidus Labs maintains a standard gravity field of 0.9g.

### Life Support

Darwin constantly monitors the autonomic life support systems, making minute adjustments to air pressure and temperature to keep Nidus Labs at an acceptable equilibrium.

### Lighting

Nidus Labs has ambient lighting programmed to maintain a 24-hour circadian rhythm in the staff.

### Power

A SunCore IV fusion plant provides power for Nidus Labs. The plant runs on a deuterium-3He reaction. The plant is located approximately 1km away from the site. There are multiple fail-safes and battery backups, and Darwin can shut it down if certain scenarios arise.

### Security

Given the top-secret nature of the work carried out at Nidus Labs, security is paramount. The site has a dedicated team of security specialists (corporate soldiers), and there is an onsite security operations centre with secure brig. The security operations centre has a weapons locker.

### Personal Data Transmitters

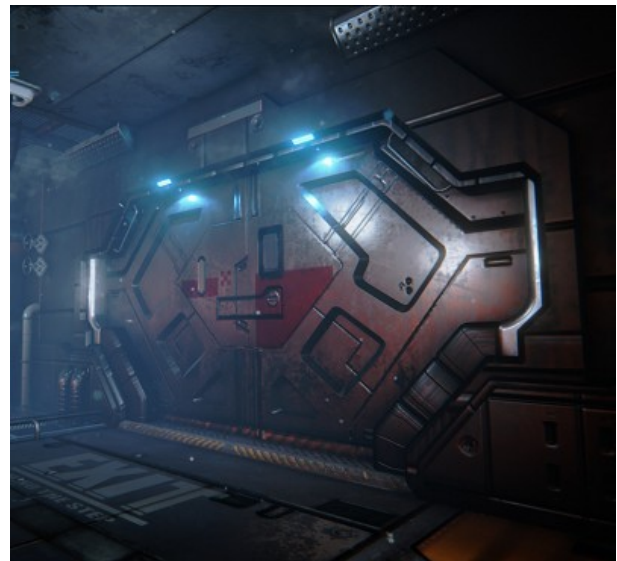
Personal Data Transmitters (PDTs) are surgically implanted into the shoulder of each staff-member at Nidus Labs, and consist of two RFID tags, one active, and one passive.

The active RFID tag broadcasts a locator signal which enables Darwin, the station AI, to track their location while in the complex.

The passive RFID tag is programmed with the staff member's current security clearance, and is automatically queried whenever they approach within 1m of a security-locked door. If the RFID tag has the correct clearance, the door unlocks. In addition to PDT-linked security, some areas also require a PIN entered into a keypad to affect entry.

### Contingency Plans

In the event of a physical security breach at Nidus Labs (i.e. intruders), standard protocol is for Qin Mian HQ to be alerted immediately. A security team will then be scrambled who can be on the site approximately 30 minutes after launch.



### Doors

There are 3 main categories of door at Nidus Labs as follows:

#### Partition

Partition doors are not airtight, and are for privacy purposes only. They slide open and shut and have simple bolt-locks. Partition doors have 1AP and 8HP

#### Bulkhead

Bulkhead doors are internal pressure doors, designed to give access from one airtight section of a space vessel to another. Bulkhead doors are kept closed by default, and can be locked. In the event of a pressure loss, bulkhead doors are programmed to automatically seal off the compartment. This can only be overridden by the most senior staff member, as to do so will risk compromising another airtight compartment. Bulkhead doors have 15AP and 12HP

#### Airlock

Each airlock at Nidus Labs is laid out in a typical fashion: a chamber with a reinforced pressure door at either end. Only authorised staff members can activate the airlocks on the rig. There are safeguards in place to prevent both doors being opened at the same time. Airlock doors have 20AP and 30HP.

Airlocks usually contain emergency equipment such as medical kits, rescue balls etc. Cycling an airlock usually takes between 30-60 seconds. There are usually spacesuits either in or adjacent to all airlocks.

### Nidus Labs – The Surface Installation

See Map 3 – The Surface Installation

When describing the surface installation part of Nidus Labs, think Moonbase Alpha from Space: 1999.

#### 1. Shuttle Bay

The shuttle bay is circular, approximately 50m in diameter and surrounded by a ring of ancillary structures. The bay itself is covered by overhead doors, which open like the petals of a flower during takeoff and landing cycles. Around the inside wall of the shuttle bay there are airlock entrances into: the vehicle bay (2), surface airlock (3), personnel lift (4) and cargo lift (5).

##### Search:

Wall cabinets contain emergency equipment such as space suits, medical kits and other assorted survival equipment at the Keeper's discretion.

##### Occupants:

Unless a shuttle has just arrived or is about to depart, the shuttle bay is usually empty.

#### 2. Vehicle Bay

A large pressure door leads from the shuttle bay into an airlock, which in turn opens into the vehicle bay. The vehicle bay is not much more than a large garage. Parked in here, surrounded by crates of spare parts and mechanical tools are:

- 1x All Terrain Vehicle (ATV). The ATV resembles a large, 6-wheeled Humvee. The cabin can be pressurised.
- 3x quad bikes. Each has room for 2 riders, with panniers to stow equipment.

Access to the surface of Ganymede is via another set of pressure doors. Electrostatic repellers keep out dust and small debris. This set of pressure doors can be opened from the inside easily, but from the outside can only be opened by staff-members with the correct ID-tag.

#### 3. Surface Airlock

An airlock providing access to the surface of Ganymede, the surface airlock can be opened from the inside easily, but from the outside can only be opened by the PDT of a staff member with clearance for surface access.

#### 4. Personnel Lift

This lift is 3m x 3m and can carry a maximum load of 450 kg. It leads to the reception area of the A-Level.

#### 5. Cargo Lift

This cargo lift connects directly to the shuttle bay via a large cargo airlock. It can carry a maximum load of 4000 kg. As a safety feature, each level has bulkhead which the cargo lift has to pass through, preventing a site-wide decompression. How far the lift can be lowered depends on a staff-members' security clearance.

#### 6. Emergency Escape Well/Airlock

These two cylindrical structures provide access to the surface from the emergency escape wells which run down through the entire complex. Designed as an escape route from the labs in the event of an emergency, the two EEWs are cylindrical Zero-G shafts, with handholds at regular intervals to allow a quick escape to the surface.

The shafts are designed to let people out, not let people in. The doors into the wells can only be opened by the PDT of a staff member with clearance for surface access. Any attempt to override this security feature requires an Electronics Security check, followed by a Computer Security check at -50%. A failure will alert Darwin, the Nidus Labs AI.

At the surface there is a cache of emergency survival equipment (space suits, air, medical equipment etc) and an airlock out onto the surface of Ganymede.

### Nidus Labs – A-Level

See Map 6 – Nidus Labs A-Level

#### 1. Reception

This crescent-shaped chamber is well appointed as a corporate-style reception area. There is comfy seating and an unobstructed view into the biome (3).

##### Occupants:

Amanda, a corporate model android is usually assigned to the reception, to meet and greet corporate visitors.

#### 2. Personnel Lift

This lift is 3m x 3m and can carry a maximum load of 450 kg. It has transparent walls giving a view of the Nidus Labs biome.

#### 3. Biome – Upper Level

Nidus Labs has a small biome that runs up through the centre of the A and B Rings. The biome is based on the Brazilian rainforests of Earth, and from the upper level all that can be seen is a chaotic arrangement of twisted trees reaching upwards towards the sunlamps covering the ceiling. Access is via a door on the level below.

#### 4a/b. Offices

These offices are open plan, with cubicles containing desks, chairs and computer terminals. Scientists and research assistants perform administrative duties here, away from the distractions of the laboratories on C level.



## NEW HORIZON, scenario pack EX3.0

### Occupants:

There is a 25% chance of encountering a staff-member in here (Luis Avizu), working on a research paper.

### 5a/b. Emergency Escape Wells (EEWs)

See encounter location 6 of the Surface Installation for full details.

### 6. Mr Jinquan's Office

This is the office of Luo Jinquan, Administrator of the Nidus Labs complex. Jinquan always keeps his office locked when he is not present, but is only a partition door so can easily be opened. Inside is a Spartan office – desk, chair, computer terminal, and bookshelf. An ornate (but functional) Tai Chi sword hangs on one wall, while a holo-pic of Anchorpoint City on Mars dominates another.

### Search:

The computer terminal is locked, but if hacked (Computer Security), it will allow a PC access to QMNet, and allow the PCs to access low-level information such as the personnel manifest, floor plans of the site etc. There is also a hidden safe, containing a body pistol, E\$10,000 in cash and an auto-injector containing 1d3 doses of betathanatine.



### 7. Outer Offices

These outer offices are usually only staffed by Miss Li, Jinquan's personal assistant. Miss Li will not attack the PCs but can silently raise the alarm by contacting Darwin.

### 8. Washroom

Staff toilets.

### 9. Recreation

This large, open-plan area adjacent to the habitation block is designated as a recreation area for off-duty staff. There are chairs and tables, comfortable couches, a

large holoscreen which can be retracted into the ceiling...

### Occupants:

There is a good chance that there will be some off-duty staff members in here (scientist Rueben Ostenberg), perhaps chatting and sharing a drink over near the biome windows...

### 10. Habitation (10a-10i)

The habitation block is adjacent to the recreation area, and consists of 9x small rooms, each of which is kitted out to accommodate two members of staff. At present not everyone is 'doubling-up' but Nidus is expecting to expand operations in the future. Each room has a standardised set of furnishings including: bunk beds, desk and chair, foot-locker. Most staff customises their own personal space with posters, wall-hangings, photos, plants, books etc.

### Search:

There is nothing of real importance to be found in these rooms, but if the PCs insist on searching, roll on this table:

Roll	Find
01-10	Buried inside clothing in a footlocker is a bottle of ERC vodka – highly potent and illegal contraband in the Federal Colonies
11-20	In a jacket pocket hanging behind a door is a small box containing 1d6+1 Betathanatine capsules. Betathanatine is a general anaesthetic given intravenously that produces catatonia and profound analgesia with little relaxation of the skeletal muscles. It also lowers body temperature and heart rate, and causes loss of temporal perception in the recipient. It has become a popular recreational drug.
21-30	Gaffer-taped underneath a bunk is an automatic pistol with a full magazine.
31-40	In a footlocker here is a data-stack full of mainstream pornography.
41-50	Stashed inside a watertight bag inside a pair of socks is a roll of EuroDollars: 100x1d10.
51-60	Hanging over the bed-head of an upper bunk is a piece of silver jewellery worth E\$100x1d6
61-70	Hidden inside a boot is a knife.
71-80	Lying on a desk is a stack of medical case files. Most seem to be test results for subjects currently in cryosleep. Most of the files are stamped with the words 'Viable Test Subject'.
81-90	Spread across a desk here are partially disassembled behavioural inhibitors from an android brain.
91-100	A Space Suit hangs on a wall-peg in this room.

### Occupants:

There is a 40% chance of encountering off duty staff here, perhaps a scientist, or one of the technicians (tech Jennifer Koslowski).

### 11. Maintenance

This room is usually kept locked, and is full of janitorial equipment and cleaning products.

### 12. Galley/Kitchens

Nidus Labs maintains a fully stocked kitchen and galley for staff to use, as well as an autochef which dispenses preprepared meals. The galley has tables and chairs to seat 30.

### 13. Showers

Shower block.

### 14. Cargo Lift

The cargo lift can carry a maximum load of 4000 kg. As a safety feature, each level has bulkhead which the cargo lift has to pass through, preventing a site-wide decompression. How far the lift can be lowered depends on a staff-members' security clearance.

From the cargo lift a large pressure door opens into the storage chamber (15).

### 15. Storage

This chamber is stacked with crates of equipment and supplies. Keepers should allow PCs to find anything they deem appropriate in here e.g. tools, food, water, medical supplies. No weapons and nothing volatile or explosive are stored in here.

### 16. Storage

Smaller chamber, kept locked at all times. This chamber contains secure storage crates for storing anything deemed volatile (tanked gases, chemicals etc).

### 17. EVA Prep Room

This chamber is a preparation and equipment stowage area for teams entering/leaving Nidus Labs into the ice tunnels. The equipment present includes:

- 2x Standard Vacuum Suits (each prepped with 24 hour life support)
- 2x Thruster packs
- 2x Worklines (can connect to suit from outside the airlock).
- 2x grapple guns
- 1x Advanced Medical Kit
- 1x Rescue Ball
- 1x Fire Axe

### 18. Airlock

External airlock. See previous section on airlocks for details.

### 19. Ice Caves

See Keeper's Information 8: The Ice Tunnels for full details.

### 20. Hydroponics

The lighting in the hydroponics room is tuned to a 24 hour Earth-cycle, and cannot easily be altered. The chamber will either be in day-cycle (brightly lit by overhead sunlamps), or be in darkness. The chamber has the fecund smell of a greenhouse, and contains rows and rows of plants, all being grown using state of the art hydroponics.

### 21. Office

Unused office. Furniture is stacked in one corner.

### 22. Conference Room

The conference room is laid out like an auditorium, with a big screen at one end. There is seating for up to 40 people.

## Nidus Labs – B-Level

See Map 7 – Nidus Labs B-Level

### 1. Lift A – up to A-Level

This lift is 3m x 3m and can carry a maximum load of 450 kg. It has transparent walls giving a view of the Nidus Labs biome.

### 2. Lift B – down to C-Level

This lift is 3m x 3m and can carry a maximum load of 450 kg. It provides access to the C-Level and requires a 4-digit PIN to activate.

### 3. Biome – Lower Level

The 2-way plexiglass enclosing the biome allows onlookers an unobstructed view into the chamber, while from inside the biome holographic wall projections around the walls show rainforest stretching off in all directions.

In actual fact the biome is only 20m in diameter. Access to the biome is via a transparent pressure door (21).

### 4. Operations

Operations is the nerve-centre of the Nidus Labs complex. Access is via a set of armoured pressure doors which require a 4-digit PIN in addition to RFID clearance. Inside the room is lit dimly, and there are a series of multi-screen workstations displaying CCTV images and data readouts. Examples of what can be controlled from Operations:

## NEW HORIZON, scenario pack EX3.0

- Environmental Controls – the environmental controls for each level of Nidus Labs is on a separate control circuit, allowing level-specific changes to be effected from Operations; examples include pumping an entire floor with sleep-gas, cutting the air supply, changing temperature etc.
- Power – power can be controlled in the same manner as the environmental controls.
- Communications – all external communications are routed through Operations, giving complete control over communications with the outside world.
- Security Lockdown – from Operations, a Security Lockdown can be initiated – this overrides all staff RFID tags apart from those designated as exempt. It also locks all external airlocks.
- Computer network access – users logged onto the Nidus Network can be located and have their sessions terminated from Operations.

### Occupants:

If Mr Jinquan is not in his office on A-Level, or in his quarters in the habitation block, he will be in Operations. There is usually a technician present (Carlos Ortega), and usually a member of the security team (Xiu Yang).

### 5. Darwin

The CPU of Darwin the Nidus Labs AI lies behind a locked bulkhead door, and can only be opened with one of three quantum-encryption keys in use at Nidus Labs. This one is in the possession of Mr Jinquan.

### 6. Airlock

External airlock. See previous section on airlocks for details.

### 7a/b. Emergency Escape Ladderwells

See encounter location 6 of the Surface Installation for full details.

### 8. Physical Plant

This section of the lab complex gives maintenance access to mechanical systems such as plumbing, environmental controls (heating/cooling) and lighting.

Tampering with any machinery in here will immediately alert Operations (4).

### 9. Storage

The walls of this room are lined with racks of coolant canisters, used in the atmospheric recycling machinery.

### 10. EVA Prep Room

This chamber is a preparation and equipment stowage area for teams entering/leaving Nidus Labs into the

power plant access tunnel. The equipment present includes:

- 2x Standard Vacuum Suits (each prepped with 24 hour life support)
- 2x Thruster packs
- 2x grapple guns
- 1x Advanced Medical Kit
- 1x Rescue Ball
- 1x Fire Axe



### 11. Airlock

External airlock. See previous section on airlocks for details.

### 12. Access Tunnel

See location (9) of Keepers Information 8: The Access Tunnel for full details.

### 13. Infirmary 1

The infirmary at Nidus Labs can handle most medical emergencies. If a situation arises that cannot be taken care of, the patient can be stabilised and placed in one of the cryopods in the cryo-vault (16), and a message can be sent to Qin Mian HQ for a medical team to be sent.

Double pressure doors lead into Infirmary 1, where there is a triage area containing a diagnostic bed with equipment racks overhead that hold various medical gadgets. There are also lots of storage cupboards built into the walls. All the items found in an Advanced Medical Kit can be found in the infirmary.

### 14. Infirmary 2

This room contains an ICU bed and a further 2x diagnostic beds. The ICU bed has an isolation tent around it.

#### Search:

The ICU bed is stripped of bedding, and there is a strong smell of cleaning fluids in the air. The diagnostic beds are bloodstained and have heavy restraints.

### 15. Dr Garcia's Office

This small office is where the resident Nidus Labs medical officer Dr Garcia spends most of his time. There is a desk and chair, computer terminal, smart-poster of a tropical beach on one wall, which has a looped animation of swaying palm trees and lapping waves.

#### Search:

Common diagnostic medical equipment can be found in the desk drawers. There is also a coffee maker and a half-eaten bowl of noodles on the desk. A medical PDA lies on the desk, open at a series of 8 personnel files (see the cryovault for names); each file is tagged with 'Project Green Water Test Subject'.

#### Occupants:

Doctor Joel Garcia can often be found in here, dictating medical notes or reviewing data. He is not a violent man, and will quickly surrender if faced with overwhelming odds.



### 16. Cryovault

The cryovault contains 12 cryopods. Four are unoccupied, but the glass of the remaining 8 is frosted and the control panel readouts on each of these indicate that they are occupied. Clearing away some of the frosting will reveal the occupant: a young man or woman in typical corporate colonist cryosleep clothing.

- Federico Gentry
- Maria Castaneda
- Alonzo Drake
- Chi Whittaker
- Leo Sweeny
- Brice Whittaker
- Harrison Velasquez
- Rupert Wade

A successful Data Analysis check will reveal all the names match names on the passenger manifest of the Sarasota, a deep-space colonial transport that went

missing 3 months ago, after departing Centauri Prime bound for Mars.

Thawing the test-subjects out Standard automated revival time from a cryopod is 45-60 minutes. This requires a Computer Operation check to follow the procedure on the console beside the pod.

There is an emergency revival kit at the foot of each cryopod. This contains all the instructions, equipment and drugs necessary to revive a subject, but a First Aid check is required to make use of it. Success will bring the time down to 30 minutes.

The test-subjects will be confused and disorientated when they awaken. They have no idea where they are.

### 17. Storage

Open plan storage area.

#### Occupants:

A security guard (Chen Ting) patrols the central corridor, passing by this area regularly.

### 18. Security Control

Entry into security control requires a 4-digit PIN in addition to the normal RFID clearance. Inside are three holding cells, a desk with two computer terminals, two chairs.

The holding cells have no furniture other than a toilet, mattress and a water dispenser. The door to each cell is transparent, constructed of reinforced carbon-nanotube impregnated plastics (10AP and 10HP). Electronically locked, the cell doors can only be unlocked by a member of the security team or from Operations.

#### Occupants:

There is always at least one duty officer present in Security Control (Huang Sufen). Currently none of the cells are occupied.

### 19. Armoury

The armoury can only be opened using a 4-digit PIN in addition to the normal RFID clearance. Inside is the following:

- 3x sets of personal body armour (4AP)
- 2x sets of riot armour (6AP)
- 5x automatic pistols
- 1x box of pistol magazines, 20 in all
- 3x riot guns
- 1x box of 10 baton magazines for riot guns
- 1x box of 10 shock magazines for riot guns
- 3x shotguns
- 1x box of shotgun ammunition (100 shells)
- 3x combat rifles
- 1x box of 15 combat rifle magazines



### 20. Robotics Lab

All maintenance and repairs on the android staff assigned to the complex is carried out here. The room contains 3x diagnostic couches, each with a spider-like arrangement of manipulator-arms hanging above. Racks of electronics and robotics tools line one wall.

Only one of the diagnostic couches is currently occupied. A deactivated male android is having repairs to his left arm, which appears to have been crushed and ripped off. The repair work is fully automated.

### 21. Biome Entrance

This transparent door provides access into the biome.

#### Occupants:

A security guard (Chen Ting) patrols the central corridor, passing by this area regularly.

## Nidus Labs – C-Level

See Map 8 – Nidus Labs C-Level

### 1. Lift – up to B Level

This lift is identical to the lift at location (2) on B Level.

### 2. Cargo Lift

Identical to the cargo lift on the upper two levels.

### 3. Holding Cells

Eight holding cells line the outer wall of this vaulted chamber. Each cell has a small console attached to the wall next to the door, detailing the occupant. The holding cells have no furniture other than a toilet, mattress and a water dispenser. The door to each cell is transparent, constructed of reinforced carbon-nanotube impregnated plastics (10AP and 10HP). The cell doors can only be unlocked with a 4-digit PIN in addition to RFID clearance.

#### Occupants:

The door to cell #7 is currently open, and in the doorway a scientist (Sun Xuejiang) is overseeing an android research assistant (Black) who is transferring a body from the cell into a portable cryopod. A security guard (Caleb Wey) and robot servitor watch, weapons ready.

#### The Door Consoles:

Each door console displays the name, age and sex of the occupant. There are also two other pieces of information displayed: a reference to a medical file and a reference to Project Green Water. Accessing either of the two files will require a Computer Security check.

The Cells:

1. **Project Green Water Test Subject F44 Maria Gonzales.** Female aged 22. Inside is a woman in a plain white jumpsuit sat on her bunk. If she sees the PCs, she will jump up and plead with them to let her out. Maria Gonzales has not yet been infected with the Ngano-Shoggoth virus.

2. Empty.
3. **Project Green Water Test Subject M42 Gregory Fincher.** Male aged 31. Fincher looks ill. His eyes are bloodshot and he has a cough. He will implore the PCs to let him out. Doing so risks infection.
4. **Project Green Water Test Subject M49 Darnell Hollenback.** At the first sight of anyone outside his cell, Hollenback will launch himself at the door, crashing into it with such force blood splatters from his nose onto the transparent door. Hollenback wears a heavily bloodstained white jumpsuit, and is in the psychotic second stage of infection.
5. **Project Green Water Test Subject F41 Amanda Menner.** Menner is also in the psychotic second stage of the virus. She will scabble and claw at the PCs from behind the transparent cell door, smearing blood, mucus and saliva across it.
6. Empty and heavily bloodstained, this cell shows signs of a struggle. There are several bullet holes in one wall.
7. **Project Green Water Test Subject M46 Darren Feinberg.** This is the cell from which a corpse is being removed when the PCs enter the Cell Bay.
8. **Project Green Water Test Subject M48 Winston Dubard.** Dubard is infected but shows no outward signs as yet. He will be asleep when the PCs arrive. He will try to convince them to let him out. Doing so risks infection when he enters Stage I in 30+3d10 minutes.

### 4a/b. Emergency Escape Wells

See encounter location 6 of the Surface Installation for full details.

### 5. EVA Prep

This chamber is a preparation and equipment stowage area for teams entering/leaving Nidus Labs into the power plant access tunnel. The equipment present includes:

- 2x Standard Vacuum Suits (each prepped with 24 hour life support)
- 2x Thruster packs
- 2x grapple guns
- 1x Advanced Medical Kit
- 1x Rescue Ball
- 1x Fire Axe
- 2x Hazardous Environment Suits (high pressure diving suits)



### 6. The Ice Shaft

An airlock leads into this freezing unpressurised chamber. The floor is compacted ice and a hole has been cut into the frozen floor; a shaft 200m deep emerges in a subterranean lake of liquid water.

### 7. Airlock

External airlock. See previous section on airlocks for details.

### 8. The Ice Tunnel

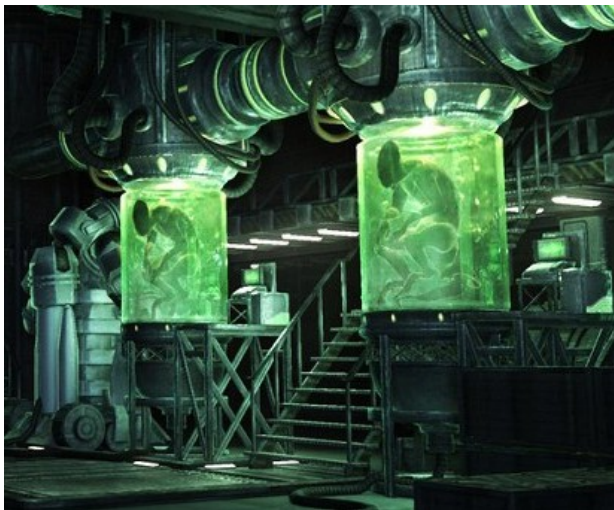
Ice tunnel cut directly into the ice. This leads to the optional encounter location: the Deep One laboratory. If this location is not included, this leads into a warren of ice tunnels.

### 9. Laboratory Entrance

The bulkhead door into the laboratory wing can only be unlocked with a 4-digit PIN in addition to RFID clearance. The armoured pressure door leading into the Shoggoth Vault is plastered with biohazard warnings and can only be opened using Doctor Chen Liquin's Quantum Encryption Key.

#### Occupants:

There is usually (70%) a guard stationed here (Jared Listerman). The staff roster is so small, he/she will know the research staff on sight, and so it will be difficult for PCs to bluff their way in.



### 10. Laboratory Reception

The entire laboratory wing on C Level is constructed of form-fitted white plastics and ceramics. The open-plan reception area has a lot of information on the walls about keeping the laboratories sterile, what to do in the event of a bio-containment breach etc. Anyone entering the reception has their PDT automatically scanned to check they have the correct security clearance. There is a desk and a chair. On the desk is a computer terminal. A long curving corridor provides access to the three bio-labs.

#### Occupants:

Reception is generally empty, unless there are visitors to Nidus Labs.

### 11. Airlock

Internal airlock. See previous section on airlocks for details. Inside the airlock are 2d3 hazardous environment suits designed for use in laboratory conditions.

#### Spot:

A large warning sign on the wall of the airlock informs the occupants that cycling the airlock automatically triggers a decontamination system, sterilizing the chamber with a high pressure spray. It is advisable for any occupants of the airlock to be wearing a hazmat suit during this procedure. The spray burns the skin causing 1d6 HP damage and reduces the Spot Hidden check to 25% due to swelling around the eyes. The symptoms wear off in 1d3+1 hours.

### 12. Lab A

A bio-lab with tables covered in instrumentation and scientific equipment whose purpose looks vaguely medical. A transparent wall looks out into the corridor.

#### Occupants:

Three research assistants (all corporate model androids – Tianyou, Jackson and Capa) are at work in here. If confronted by the PCs they will immediately attempt to sound the alarm.

### 13. Lab B

This laboratory has a diagnostic couch in the centre, surrounded by monitoring equipment including high-definition video cameras. A transparent wall looks out into the corridor.

#### Occupants:

A man in a plain white bodysuit is strapped to the diagnostic couch, hooked up to medical monitoring equipment. Beside him stands a woman in a hazmat suit – research assistant Yang. If cornered by the PCs, Yang will attempt to hit a large alarm button on the wall.

The man on the couch is one Kal Sharma, and he has just been injected with the Ngano-Shoggoth virus.

### 14. Airlock

See (11).

### 15. Lab C

This lab resembles Lab A, except that one end of the room is clear apart from a large black metal cube – a safe.

#### Occupants:

Scientist Harriet Simmons and research assistant Joens will be working in here.

### The Safe

The safe is 2m<sup>3</sup>, and impossible to move. It can only be opened by using one of the two Quantum Encryption Keys in the possession of Doctor Chen Liquin. Inside are two compartments, each locked (a Computer Security or Electronics Security check will be required to open each). Each compartment contains a black metal cylinder approximately 30cm long held inside a stasis field (which can be turned off).

- Cylinder #1 is marked with biohazard symbols. The cylinder contains the current weaponised batch of Ngano-Shoggoth virus.
- Cylinder #2 is marked with biohazard symbols. The cylinder contains a pure strain sample of Ngano virus.

### 16. Office

This is the private office of Doctor Chen Liquin. The office contains a desk, chair, computer terminal, bookshelf etc.

#### Occupants:

Doctor Chen Liquin spends most of her time in here, working on Project Green Water.

### 17. The Shoggoth Vault

The armoured pressure door leading into the Shoggoth Vault is plastered with biohazard warnings and can only be opened using the second of Doctor Liquin's two Quantum Encryption Keys. This trapezium-shaped chamber is dominated by a large (4m x 4m) black metal pod-like structure at the far end. Conduits, pipes and tubes run down the walls and along the floor towards the structure.

Along one wall is a row of six oversized cryosleep pods, coated in condensation. Indeed the whole room is uncomfortably humid, and steam vents at regular intervals from the pods. The pods are attached via countless tubes, cables and pipes high tech looking machinery, suspended from the ceiling overhead.

#### The Cryopods

Wiping condensation from any of the cryopods will reveal a dormant Proto-Shoggoth within. The viscous liquid inside the cryopods prevents the Proto-Shoggoths from becoming fully conscious and escaping. Read the following text:

*"Wiping away the condensation, you are confronted by a large mass of quivering and pulsating flesh mottled many hues of pink, brown, orange and yellow. Tendrils, tentacles and grasping claws extend from this coagulation of foul matter at seemingly random locations. A myriad of eyes, black as the deep gulfs of space themselves regard you with an expression at once indiscernible and inscrutable."*

SAN: 1/1d10.

### The Black Pod

The large black pod contains an immature Shoggoth, not yet grown to its full potential. It is kept dormant via a cocktail of exotic chemicals. There is no way to view what is inside the pod, but a computer console attached describes the occupant as follows:

Extraterrestrial Biological Entity #1791 recovered from classified site at 36 Ophiuchi C II by Nidus Labs team. Extreme Biohazard, do not breach containment under any circumstances. If containment is compromised, safety protocol 44 will automatically be initiated.

#### Safety Protocol 44

If the PCs query this reference, they will find a locked file marked Restricted – Administrator Luo Jinquan Eyes Only. A Computer Security check at -25% is required to open the file, which details Protocol 44.

Protocol 44 is a contingency plan put in place to prevent the Shoggoth escaping the Nidus laboratory complex. Luo Jinquan has arming codes for a contra-terrene weapon located at an unlisted location at the site. If detonated this antimatter bomb would turn Nidus Crater into a large smoking hole.

## KEEPERS INFORMATION 10

### The Ngano-Shoggoth Virus

The new improved Ngano-Shoggoth pathogen initially starts out like a classic case of Ngano Virus, but incubation and onset of the later stages is much much more rapid. Also, in the later stages the host body begins to decay into a pool of protomatter which eventually reassembles itself as a Proto-Shoggoth. The virus-path is as follows:

Stage	Effect
Infection	The virus is spread through contact with an infected victim's bodily fluids (blood, sweat, saliva etc) which is swimming with Ngano Virus II containing Shoggoth DNA Incubation Incubation period is terrifyingly short – 30-60 minutes
Stage I	Temperature rise. Coughing. Eventually coughing leads to bleeding from eyes, nose, mouth. Time until onset of next stage – 1-4 hours
Stage II	Destruction of the personality centres of the brain occurs rapidly. Profound micro-molecular mutations cascade through the host's biochemical systems. Victim becomes psychopathically violent. +5 STR. This stage usually lasts a further 1-4 hours at which point the infected individual collapses with multiple organ failure as Shoggoth matter invades system.
Stage III	10-15 minutes after death the body begins to reanimate as Proto-Shoggoth matter

## NEW HORIZON, scenario pack EX3.0

The genetic engineers who created the Ngano-Shoggoth Virus were still working on an encoded self-termination code when the crew of the Telemachus stole the samples.

### Infection Vectors

The main infection vector of the Ngano-Shoggoth Virus is via bodily fluids e.g. sweat, saliva, mucus, blood. Contact with an infected individual requires the player to make a CON check vs. a variable POT rating dependant on the type of contact:

- POT 10 Skin on skin contact with an infected individual.
- POT 15 Skin on skin contact with infected fluids other than sweat e.g. saliva, blood, mucus etc.
- POT 20 Infected fluids entering body, via a bite, scratch, kiss etc.

### Risk of infection from blood splatter

If an infected victim sustains 8+ HP damage from any attack, anybody within 3 meters has a 20% chance of being struck by blood-and-gore splatter. Roll for hit-location.

## THE ADVENTURE 4

### The Getaway

Once the PCs have obtained a sample of the Ngano-Shoggoth virus and a copy of the research files, they will need an exit strategy from Nidus Labs. Whether more Qin Mian personnel turn up to make matters difficult is up to individual Keepers.

Once the PCs get out of Nidus Labs, they will have to get back to their shuttle and get into orbit hopefully escaping into the Ganymede Swarm. If they are pursued (Qin Mian security personnel in armed orbital cutters perhaps?), Johansson will recommend they abandon the shuttle in the Swarm and EVA, setting off an encrypted transponder once they are a safe distance from the shuttle, and he will come pick them up in the Telemachus.

## THE ADVENTURE 5

### A Final Twist?

See Map 9 – The Telemachus

Provided the PCs manage to rendezvous with the Telemachus, there will be much backslapping and celebration. Johansson is very happy with his acquisition. The plan is to make the bank transfer into the PCs accounts and then drop them off on Callisto, which will take 22 hours at current velocity. In the meantime Johansson recommends that the PCs freshen up and join him in the galley for a celebratory meal in 2 hours.

The Keeper can add the following events if they don't want the adventure to end just yet. Information about the Telemachus can be found in Keeper's Information 11.

### 1. We're in this together

One of the crew of the Telemachus is a corporate agent working for a rival corporation – ordered by his/her employers to retrieve the virus. The agent has orders to secure the sample at all costs – everyone else on the Telemachus is expendable. The agent introduces the virus into the food served at the celebratory meal, intending to escape in the ensuing carnage. She/he has no intention of hanging around with everyone infected, so programs the ship to fly into Jupiter's gravity well, while making her escape onboard the shuttle.

### 2. What Happened to Mr Johansson?

As in scenario 1, there is an agent onboard the Telemachus, but during their attempt to steal the sample of the virus, Johansson confronted them. Johansson will fail to show up for the celebratory meal. Anyone who goes to his quarters will find Johansson raving and bleeding from his eyes, nose and mouth. He will attack the Investigator.

### 3. Test Subjects

Johansson's employers have decided to use the Telemachus as a live test of the virus. Obviously in making this decision they have determined that everyone onboard is expendable. The agent works for Johansson's employers and has orders to infect everyone onboard.

### 4. Double Cross

Johansson has orders to dispose of anyone connected to the Ganymede Job. In Jupiter orbit, a corvette carrying a corporate commando team will rendezvous with the Telemachus. They have orders to kill everyone onboard and recover Johansson and the sample.



## KEEPERS INFORMATION 11

### The Telemachus

See Map 9 – The Telemachus

The Telemachus is a modified CA4428 Mononoke class interplanetary commercial transport, with a cargo capacity of 500 tons, and 19 staterooms (7 of which are used by the crew, allowing for 12 passengers). It is a very common model of freighter, and later models were revamped and expanded with interstellar capability.

#### Telemachus Crew

The Telemachus has a crew of five, all employees of Hercules Shipping. They are as follows:

Pilot	Chandra Vaal
Co-Pilot/Navigator	Hollis Needleman
Systems Tech	Zoe Foster
Medical Officer	Marcus Bennett
Engineer	Alex Cheung

#### Telemachus Upper Deck

The upper deck is all formed plastics and brushed metal, and usually well lit and clean. Unless otherwise stated, all plastics are a shade of grey or white; all corridors are 2m across and have an octagonal cross-section.

#### Airlock

The forward airlock allows access to/from the Telemachus via the nose of the ship. The universal docking clamps can dock with any United Earth Federation built space station and most other spacecraft also. A 4 digit PIN is required by crew to cycle the airlock. This can be overridden by a competent Comtech.

#### Bridge

Accessible via the Computer Room, the bridge is cramped (think Nostromo flight deck) with stations for the Pilot, Co-Pilot/ Navigator and Systems Tech.

#### Computer Room

Ring shaped room, dimly lit, the lights from hundreds of LEDs flicker along the walls. Crates filled with computer spare parts are stacked in here. There are two access terminals for the CPU.

Exits: There are three exits from here: two doorways and one lift. One door leads onto the bridge, while the other leads into an access corridor. The lift goes to the lower deck.

#### CPU Core

Accessible only with keycard carried by the pilot. For the CPU Core think Mother from Alien, only more hi-tech. This is the main crew interface with Matriarch, the ship's computer.

The in-flight systems onboard the Telemachus are all controlled by the central "Matriarch" processor. Matriarch is Gamma Level AI running on an 18.1 Terabyte mainframe which monitors all of the ship's flight and autonomic functions.

A 10.0 Terabyte backup mainframe comes on line in an event of a CPU failure, and a third tier of automatics is also capable of sustaining autonomic functions should the backup fail as well.

#### Accessing the CPU

Without the correct passwords, accessing the Telemachus CPU requires at least 15 minutes and a Computer Security roll at -25%. This penalty can be modified before the roll is made. For each additional 15 minutes the PC declares he/she is spending attempting to hack into the CPU, the modifier improves by +5%.

Once access has been achieved, a Data Analysis roll is required to locate any hidden information. Modifiers are as follows:

1 hour: -15%  
2 hours: -10%  
3 hours: -/+0%  
Each hour after 3 hours: +05%

#### Occupants:

The CPU Core is usually empty.

#### Docking Clamps

The docking clamps are at the front of the ship, and have an integral airlock.

#### Engineering and Ships Drives

The upper engineering section provides maintenance/repair access to the reactionless displacement drive. There is a lift from here to the lower engineering section. This section is humid and dark, with lots of dark corners and alcoves. Walls are covered in pipes and cables, access panels etc. Firing weapons in here has a chance of rupturing the main power couplings which could cause a major explosion, crippling the ship and dealing 6d6 damage to anyone in Engineering.

#### Occupants:

Alex Cheung the engineer can usually be found skulking around in here.

#### Equipment Locker (C)

Outside of each cargo bay is an emergency equipment locker. Each contains the following:

- 2x emergency space suits (with standard air supply and equipment)
- 2x medkits
- 2x emergency respirators
- 1x cold light lantern
- 1x torch
- Assorted mechanical tools.

#### Galley

Large room dominated by a long rectangular table in the centre. This is where the crew eat when not in cryosleep.

#### Cryo Vault

At the rear of the upper deck is the cryosleep chamber. There are 19 cryopods in here, arranged around the walls (5 along 3 walls, and 4 along the wall with the exit).



## NEW HORIZON, scenario pack EX3.0

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There is a central CPU terminal which can be used to access medical status of each passenger.

### Kitchen

Next to the galley is the kitchen. There is a fully automated robo-chef in here, but facilities are provided for preparing food by hand also.

### LifePods

In addition to the Telemachus carrying 1x type 337 EEV above the Cryosleep chamber (cryopods can be automatically loaded into the EEV and launched by Matriarch) it also carries 2x type 331 manually activated EEVs, each capable of carrying up to 10 individuals.

### Lounge

This is a common area for crew and passengers not in cryosleep. There are comfy chairs, a mini-bar, an entertainment suite (integral PC/TV) etc.

### Infirmary

The infirmary onboard the Telemachus can handle most minor medical emergencies. If a situation arises that cannot be taken care of, the patient will be stabilised and placed in one of the cryopods in the cryo-vault until the ship arrives at a more advanced medical facility.

### Occupants:

Ships medical officer Marcus Bennett can usually be found here.

### Navigation

This cramped chamber filled with computer hardware and bundles of fibre optic cables provides maintenance/repair access for the communications suite.

### Ships Locker (B)

Locked at all times, only the captain and first officer have a key. In here are 5x suits of Personal Body Armour (4AP), assorted small arms (3x pistols, 2x shotguns).

### Staterooms (A)

Not much more than cramped boxes 3m square, as most space flights involve relatively short periods out of cryosleep. Each contains a bunk, locker, small desk and chair. The crew members' rooms contain personal effects, but nothing of any interest.

### Stores

Lots of equipment crates are stacked in here, containing medical supplies, food concentrates, spare parts etc.

### Telemachus Lower Deck

Unlike the upper deck, the formed plastics here are stained and dirty, and the brushed metal corroded. Corridors all corridors are 2m across and have an octagonal cross-section, and have exposed cabling on the walls.

### Control Systems

The door to this room is locked from the inside. An Electronics roll is required to bypass the docks locking systems.

This room contains the control systems for the Telemachus' cargo bays. From here crew members can cycle the outer cargo airlocks, pressurise and depressurise the cargo bays, view inside each cargo bay via a CCTV system etc. There are 2 chairs in front of a bank of controls and monitors. A Computer Operation roll is required to figure out how the systems work.

### Stores

Lots of equipment crates are stacked in here, containing medical supplies, food concentrates, spare parts etc.

### Cargo Bays 1-5

These 5 cargo bays have cargo locks that open along the port side of the Telemachus. Bays 1, 3, 4 and 5 are all the same size and are currently carrying large crates filled with mining equipment. Bay 2 is twice as large as the others and is nominally used as a shuttle bay. If any of the cargo bays depressurise, armoured bulkheads automatically seal the cargo bay to prevent a disaster. These bulkheads take 2MR (24 seconds) to close.

### Cargo Bay 6

Bay 6 at the aft of the lower deck opens ventrally, and contains the Telemachus' shuttlecraft. It is about the size of the Narcissus from Alien, and contains 3x emergency cryopods.

### Engineering

Aisles of computer hardware, cables, blinking lights. There is a lift from here up to the Drive Room.

## KEEPERS INFORMATION 12

### Samples, Licensing and Transportation

Transportation of Infected material is big business and comes with risks, prejudice, fear and scrutiny... especially if you want to bring such material near to an area with dense populations. This is exceptionally dangerous material – and should be treated as such. The GM should consider this with harsh consequences for any mindless acts.

There are protocols in place for licensed carriers, involving police and security teams and other specialists, all designed to prevent the Infection being inadvertently released, and to stop terrorists and opportunists from making a grab. All of this is time-consuming and expensive.

There are facilities that look to reduce research costs by bypassing these protocols – but getting caught carry severe penalties.

Carrying Infected material into orbit or beyond into Deep Space has now been outlawed by the ICA (although the ITC have their own clauses here regarding commercial opportunities). This ruling is a direct consequence of the Outbreak of the Ngano Plague in 2250

The most organised facilities create dedicated labs remote from dense population centres – removing the need for expensive transport protocols – but these are



hard to staff due to the stress for professionals living there: out in the middle of nowhere. The analogy is Antarctica – but instead of a harsh winters and months without sun being a threat to life and sanity, it's the surreal nature of the environment and the risk of space pirates or worse.

## THE ADVENTURE 6

### Where do we go from here?

If your investigators survive the heist and any subsequent trouble on board the Telemachus, all they have to do now is stay out of trouble until they can collect their money.

When I ran this adventure I ended it on a cliff-hanger: The investigators made it to the Telemachus only for Johansson to be found dead in his quarters, and the contagion loose on board the ship. Cut to a scene where the Telemachus is found drifting by a shuttle from the orbital mining platform Jovian Discoverer IV...

However your adventure ends, I hope you have fun getting there. :-)

THE END.

## ACKNOWLEDGEMENTS

Thanks to Stu Blackburn, Graham Raynes, Andy Edwards, Roy Hughes and Zane Gulliford for their playtesting efforts.

Props to Mr Newt Newport and D101 Games for continued support.

This adventure is heavily influenced by a multitude of heist movies where Things Go Wrong, as well as a clutch of common heist movie tropes.

Thanks to all the people over at the Cthulhu Rising forums for continuing to support the setting.

Happy Christmas 2009!

## APPENDIX A: DRAMATIS PERSONAE

Statistical profiles are gathered here to enable the Keeper to copy or print out these pages separately from the campaign to provide a handy reference when running this chapter.

### ARGUS JOHANSSON

**The Patron.** Swiss-European male aged 52.

Special Operations manager for Hercules Shipping, Johansson is actually a fixer for an unnamed megacorporation. He pays well and is always as honest as he can be given his circumstances.

Johansson is tall and lean, with short-cropped grey hair and a neatly trimmed beard. He is in early middle-age but obviously takes care of himself.

STR:	13	Move:	3
CON:	12	HP:	24
SIZ:	12	Dex SR:	3
INT:	16	SAN:	62
POW:	14	DB:	+1D4
DEX:	12		
APP:	14		
BRA:	16		



ATTACKS:	ROF	A%	PV	DAM
Punch	1	50	+0	1d3+db
Body Pistol	2	50	+0	1d6+1

#### Armour:

4AP Personal Body Armour.

#### Augmentations:

PuShED (Nano), Cat's Eyes (Bio).

#### Skills:

Administration 70; Data Analysis 50; Fast Talk 65; Computer Operation 75; Computer Security 40; First Aid 20; Vacc Suit 30; Streetwise 40; Spot Hidden 50; Listen: 40; Vehicle 35; Unarmed Combat 50.

### MIRANDA GILLIS

**Bodyguard #1.** Martian-American female, aged 28.

Ex-Colonial Marine discharged from the service dishonourably after repeated insubordination, Nadia eventually gravitated to the underworld, finding her skills were well suited to bodyguard work. She cuts an impressive figure – athletic and good looking, with jet purple hair cut into a razor-straight bob.

STR:	15	Move:	3
CON:	16	HP:	28
SIZ:	12	Dex SR:	2
INT:	13	DB:	+1D4
POW:	10	SAN:	32
DEX:	17		
APP:	15		
BRA:	14		



## NEW HORIZON, scenario pack EX3.0

ATTACKS:	ROF	A%	PV	DAM
Unarmed Cbt	1	65	+0	2d3+db
M11P Pistol	3	70	+0	1d10
Dagger	1	50	+0	1d4+2+db

Notes: In combat situations Nadia will take a dose of Fast Drug, enhancing her DEX skills.

### Armour:

4AP Personal Body Armour.

### Augmentations:

Auto-Injector x3 Fast Drug (Cyber), Earware (Cyber)

### Skills:

Dodge 65; EVA: 25; Fast Talk 35; Leader 30; Interrogation 40; Computer Operation 25; First Aid 20; Vacc Suit 30; Streetwise 40; Spot Hidden 50; Listen: 40; Hide 40; Speak Arabic 40; Speak French 30; Speak English 20; Read/Write Arabic 50; Read/Write French 50; Vehicle 35; Pilot Aerospace 40;

## EPHRAIM POPE

### Bodyguard #2. Martian-Palestinian male aged 33.

A big brute of a man, Pope is ex-military (MarsCorps) and very good at following orders. He likes working for Johansson.

STR:	16	Move:	3
CON:	16	HP:	31
SIZ:	15	Dex SR:	3
INT:	12	DB:	+1D4
POW:	08	SAN:	36
DEX:	14		
APP:	09		
BRA:	13		



ATTACKS:	ROF	A%	PV	DAM
Brawling	1	50	+0	1d3+db
M11P Pistol	3	40	+0	1d10
Stun baton	1	60	+0	1d6+db*
Dagger	1	30	+0	1d4+2+db

\*stun

### Armour:

4AP Personal Body Armour.

### Skills:

Dodge 45; Bargain 40; Leader 40; Interrogation 50; Computer Operation 25; Spot Hidden 20; Listen: 25; Hide 40; Streetwise 30; Evaluate 25; Law 30. Languages: Arabic; French; English.

## LUO JINQUAN

### Nidus Labs Administrator. Galilean-Chinese male aged 54.

Jinquan is a corporate executive through and through. He has been assigned to Nidus Labs to make sure Doctor Liqin and her team stay on track with their R&D work involving Specimen #103 (the Shoggoth).

Jinquan is no hero, and as soon as he gets word of a security breach at the labs he will order Xiu Yang to meet him with the contents of the safe in lab C, and together they will attempt to escape. Not before releasing all the nasties on level C, however...

STR:	11	Move:	3
CON:	12	HP:	23
SIZ:	11	Dex SR:	3
INT:	14	DB:	+0
POW:	09	SAN:	35
DEX:	09		
APP:	13		
BRA:	11		



ATTACKS:	ROF	A%	PV	DAM
Punch	1	50	+0	1d3+db
Body Pistol	2	50	+0	1d6+1

### Armour:

4AP Personal Body Armour.

### Augmentations:

Symbiotes (Bio), Datajack (Cyber), Skillwire Expert System (Cyber).

### Skills:

Talk 65; Computer Operation 75; Computer Security 20; First Aid 20; Vacc Suit 20; Streetwise 30; Spot Hidden 40; Listen: 40; Vehicle 25; Interrogation 30;

## MISS LI

### Jinquan's PA. Corporate model android.

Miss Li is a corporate model android who has had her behavioural inhibitors 'modified' by Qin Mian's finest, which means she is not restricted from dishing out some serious martial arts mayhem if needed!

STR:	16	Move:	3
CON:	12	HP:	24
SIZ:	12	Dex SR:	2
INT:	16	DB:	+1D4
EDU:	18	STA:	80
DEX:	16		
APP:	14		
BRA:	14		



ATTACKS:	ROF	A%	PV	DAM
Unarmed Cbt	1	75	+0	2d3+db
Dagger	1	75	+0	1d4+2+db

### Armour:

4AP Personal Body Armour.

### Skills:

Administration 50; Data Analysis 75; Computer Operation 75; Computer Security 50; First Aid 50; Vacc Suit 20; Spot Hidden 40; Listen: 40; Unarmed Combat 75.

## DOCTOR CHEN LIQUIN

**Head scientist at Nidus Labs. Mars-Chinese female aged 47.**

Dr Chen Liquin is in charge of Project Green Water. She is being paid very well by Qin Mian for the work she is doing.

STR: 08      Move: 3  
CON: 10      HP: 21  
SIZ: 11      Dex SR: 3  
INT: 17      DB: +0  
POW: 14      SAN: 82  
DEX: 13  
APP: 13  
BRA: 12



ATTACKS:	ROF	A%	PV	DAM
Punch	1	50	+0	1d3+db

**Armour:**  
None.

**Skills:**  
Administration 70; Data Analysis 50; Fast Talk 65;  
Computer Operation 75; First Aid 70; Medicine 50;  
Science (Biology) 70; Vacc Suit 20; Spot Hidden 40;  
Listen: 40.

## RESEARCH SCIENTISTS (x4)

There are four research scientists working in Dr Liquin's team. None of them are particularly brave or heroic, and will quickly capitulate in the face of well-armed Investigators. It is up to individual Keepers whether they attempt to raise the alarm, escape, or cooperate.

**Sun Xuejiang**  
Chinese male aged 32.

**Rueben Ostenberg**  
Swiss male aged 38.

**Luis Avizu**  
Chilean male aged 28.

**Harriet Simmons**  
British female aged 36.

Use the following stats for all the scientists:

STR: 10      Move: 3  
CON: 12      HP: 23  
SIZ: 11      Dex SR: 3  
INT: 15      DB: +0  
POW: 10      SAN: 44  
DEX: 10  
APP: 11  
BRA: 12

ATTACKS:	ROF	A%	PV	DAM
Punch	1	50	+0	1d3

**Armour:**  
None.

## RESEARCH ASSISTANTS (x6)

In addition to the four research scientists, six android research assistants bolster Dr Liquin's team. The androids have behavioural inhibitors preventing them committing violence against humans, but if confronted by intruders they will try to raise the alarm. Each android has the same stats and same skill-set, and their names are:

- Tianyou
- Jackson
- Capa
- Yang
- Joens
- Black

STR: 16      Move: 3  
CON: 12      HP: 24  
SIZ: 12      Dex SR: 2  
INT: 16      DB: +1D4  
EDU: 18      STA: 80  
DEX: 16  
APP: 14  
BRA: 14

ATTACKS:	ROF	A%	PV	DAM
N/A				

**Armour:**  
None.

**Skills:**  
Administration 50; Data Analysis 75; Computer Operation 75; Science (Biology) 75; First Aid 70; Medicine 40; Vacc Suit 20.

## JOEL GARCIA

**Medical Officer. Spanish male aged 58.**

Dr Joel Garcia would not be working at Nidus Labs if he had a choice in the matter. An incident on Mars that almost cost him his medical licence put paid to that. Qin Mian were the only company who would employ him. Garcia is shadow of the man he used to be, unshaven and usually hung-over.

STR: 10      Move: 3  
CON: 08      HP: 20  
SIZ: 12      Dex SR: 3  
INT: 14      DB: +0  
POW: 11      SAN: 48  
DEX: 14  
APP: 13  
BRA: 10



ATTACKS:	ROF	A%	PV	DAM
Punch	1	50	+0	1d3

**Armour:**  
None.

## NEW HORIZON, scenario pack EX3.0

### Augmentations:

Skillssoft (Cyber): Medicine/3, Psychology/2.

### Skills:

Administration 40; Data Analysis 50; Computer Operation 45; First Aid 70; Medicine 40; Pharmacy 50; Psychology 20; Science (Biology) 60; Vacc Suit 10; Spot Hidden 30; Listen: 30.

## SYSTEMS TECHNICIANS (x2)

There are two full-time systems-technicians based at Nidus Labs. Both are trained in the maintenance and operation of the various base systems, mechanical and electronic, and have backup from Jones – an android tech who is basically a walking technical reference manual. Jones has the same stats as the android research assistants, but has Electronics and Computer skills in place of Medical skills.

### Carlos Ortega

Brazilian male aged 26.

### Jennifer Wiersbowski

American female aged 27.

STR: 12 Move: 3  
CON: 12 HP: 23  
SIZ: 11 Dex SR: 3  
INT: 14 DB: +1D4  
POW: 11 SAN: 50  
DEX: 14  
APP: 12  
BRA: 10

ATTACKS:	ROF	A%	PV	DAM
Punch	1	50	+0	1d3

### Armour:

None.

### Skills:

Data Analysis 50; EVA 40; Computer Operation 50; Computer (Programming, Security) 50; Electronics (Systems) 50; Vacc Suit 10; Spot Hidden 30; Listen: 30.

## XIU YANG

### Security Chief. Chinese male aged 46.

Yang is in charge of security at Nidus Labs. He has a broad mandate from administrator Jinquan to deal with intruders as he sees fit. Yang is ex-military and very good at his job.

STR: 14 Move: 3  
CON: 16 HP: 30  
SIZ: 14 Dex SR: 2  
INT: 14 DB: +1D4  
POW: 12 SAN: 60  
DEX: 16  
APP: 12  
BRA: 15



ATTACKS:	ROF	A%	PV	DAM
Punch	1	50	+0	1d3+db

Knife	1	60	+0	1d4+2+db
Combat Rifle	1	70	+0	1d10
M11P Pistol	3	70	+0	1d10

### Armour:

Combat Body Armour (8AP).

### Augmentations:

Muscle Replacement (Cyber), Smartlink (Cyber).

### Skills:

Data Analysis 50; EVA 40; Unarmed Combat 50; Zero-G Combat 40; Interrogation 50; Leader 50; Tactics 50; Computer Operation 50; Vacc Suit 30; Spot Hidden 60; Listen: 30; Pilot (Aerospace) 40;

## NIDUS LABS SECURITY PERSONNEL (x4)

### Corporate military goons.

Xiu Yang has a handpicked team of security professionals (mercenaries) working for him at Nidus Labs. They have all worked with Yang for many years both during and prior to their employment with Qin Mian.

### Chen Ting

Mars-Chinese female aged 34.

### Huang Sufen

Mars-Chinese male aged 36.

### Jared Listerman

American-Callistoan male aged 32.

### Caleb Wey

American-Chinese male aged 34.

STR: 14 Move: 3  
CON: 15 HP: 28  
SIZ: 13 Dex SR: 2  
INT: 13 DB: +1D4  
POW: 11 SAN: 55  
DEX: 16  
APP: 12  
BRA: 13

### Armour:

Combat Body Armour (8AP).

The security team at Nidus Labs have two main mission profiles:

#### 1. Security Detail

ATTACKS:	ROF	A%	PV	DAM
Punch	1	50	+0	1d3+db
Riot Gun	1	50	+0	4d6+1
stun/1d6 lethal				
Stun Baton	1	50	+0	2d6+6
stun/1d6+db lethal				
M11P Pistol	3	60	+0	1d10

#### 2. Repel Boarders!

ATTACKS:	ROF	A%	PV	DAM
Combat Rifle	3	60	+0	1d10
M11P Pistol	3	60	+0	1d10

## NEW HORIZON, scenario pack EX3.0

Knife	1	60	+0	1d4+2+db
Grenade	1	50%	+0	stun, gas

### Skills:

Data Analysis 50; EVA 40; Unarmed Combat 50; Zero-G Combat 40; Interrogation 30; Tactics 30; Computer Operation 50; Vacc Suit 30; Spot Hidden 50; Listen: 50; Pilot (Aerospace) 20;

### Equipment:

The security team at Nidus Labs all wear Combat Armour, and have various weapons loadouts depending on the mission profile.

## MK 14 TARANTULA

### Security Warbot.

The security team have a dozen security robots at their disposal. These spider-like robots are the size of large dogs, and have manipulator arms bristling with tools and weapons.

STR:	18	Move:	3
STU:	16	HP:	21
SIZ:	05	Dex SR:	1
INT:	08		
DEX:	18		



ATTACKS:	ROF	A%	PV	DAM
Shock Rifle	1	50	+0	2d6+10
stun				
Riot Gun	1	50	+0	4d6+6
stun/1d6 lethal				
SMG	3	50	+0	1d10

### Armour:

6AP.

### Skills:

Jump 60; Dodge 50; Zero-G Combat 50; EVA 50; Spot Hidden 50; Listen 50.

## MAINTENANCE ROBOTS

The Systems Techs have six maintenance robots at their disposal. These spider-like robots are the size of small dogs, and have manipulator arms bristling with tools.

STR:	12	Move:	3
STU:	10	HP:	13
SIZ:	03	Dex SR:	3
INT:	08		
DEX:	14		

ATTACKS:	ROF	A%	PV	DAM
Plasma torch	1	30	+2	1d6+2
Manipulator arm	1	30	+0	1d6

### Armour:

4AP.

### Skills:

Jump 60; Dodge 50; EVA 50; Spot Hidden 50; Listen 50;

## PROTO-SHOGGOTH

### Intelligent Shape-Shifters from the stars.

A large mass of quivering and pulsating flesh mottled many hues of pink, brown, orange and yellow. Tendrils, tentacles and grasping claws extend from this coagulation of foul matter at seemingly random locations. A myriad of eyes, black as the deep gulfs of space themselves regard you with an expression at once indiscernible and inscrutable.

STR:	35	Move:	8
CON:	25	HP:	53
SIZ:	28	Dex SR:	3
INT:	13	DB:	+3D6
POW:	17		
DEX:	11		
HF:	1/1d10		

ATTACKS:	ROF	A%	PV	DAM
Crush	1	100	+0	6d6
Limb	3	50	+0	3d6+db
Bite	1	25	+0	2d6+db

### Armour:

None, but suffers only minimum damage from any attack against it. They also regenerate 2HP/round.

## THE SHOGGOTH

### Nidus Labs' darkest secret.

A nightmare, shapeless morass of fetid, black iridescence and protoplasmic bubbles, faintly luminous and with myriads of eyes forming and unforming as pustules of greenish light all over its glistening surface.

STR:	60	Move:	10
CON:	40	HP:	110
SIZ:	70	Dex SR:	3
INT:	07		
POW:	10		
DEX:	03		
HF:	1d6/1d20		

ATTACKS:	ROF	A%	PV	DAM
Crush	1	100	+0	8d6

### Armour:

None, but suffers only minimum damage from any attack against it. They also regenerate 2HP/round.





## INFECTED TEST SUBJECTS

### Convicted patients

Some of the colonists infected with the Ngano-Shoggoth Virus have reached Stage II. If released, use the following statistics:

STR: 15+5    Move: 3  
CON: 16    HP: 30  
SIZ: 14    Dex SR: 3  
INT: 13    DB: +1D6  
POW: 11    SAN: N/A  
DEX: 14  
APP: 10  
BRA: 18



ATTACKS:	ROF	A%	PV	DAM
Claw	1	50	+0	1d3+db
Bite	1	50	+0	1d4+db
Grapple	1	60	+0	special

### Armour:

None.

### Skills:

awareness 33, listen 80.

### Notes:

Although the human personality centres are destroyed the brain remains more or less intact and operational. Cognitive, biodiomedical and electro-neural analysis has demonstrated remaining brain function and capacity, particularly in response to a predefined set of stimuli known as the Liquin Paradigm.

The infected victim becomes wildly aggressive and savage, bellowing screams from a fresh throat, gnashing teeth in a manic grin beneath wide, bulging, glaring eyes.

In the first moments, the victim will begin run, primate-like. He, or she, does not display fear nor hesitate when enraged and seem not to suffer pain.

The moment they spot a non-infected person their sole focus becomes that person; they lock on and do everything and anything they can to reach them, bite them, and so propagate the Infection.

Sometimes they fail to sense when a victim has been Infected, so continue to bite and tear at flesh with their teeth until the victim is literally torn to into shreds of gristle and bone.

## APPENDIX B: SAMPLE PREGENS

### TABITHA CHEN

#### The Entry Specialist

Chen is a small and agile Martian-Chinese female, aged 28. 1.7m, 60kg.

Someone well versed at getting in and out of secure locations, Tabitha Chen is an expert entry specialist.

Chen was reputedly a member of the team who staged the Consolidated Aerospace Heist of 2268, during which an entire shipment of Gravidium was appropriated from the Elysium Planitia facility in Mars orbit. As if that wasn't enough, Chen is also rumoured to have been responsible for breaking into the orbital villa of Sir Giles Asquith III, stealing his entire collection of pre-Exodus.

### Connections:

Worked with Aleksander Kovachev on the Consolidated Aerospace Heist.

STR: 10    Move: 3  
CON: 12    HP: 22  
SIZ: 10    Dex SR: 2  
INT: 17    DB: +0  
POW: 08    SAN: 40  
DEX: 16  
APP: 15  
BRA: 15

ATTACKS:	ROF	A%	PV	DAM
Punch	1	60	+0	1d3+db
Knife	1	40	+0	1d4+2+db

### Armour:

Infiltration Suit (2AP)

### Skills:

Climb 75, Dodge 50, EVA 33, Jump 63, Swim 33, Streetwise 28, Computer Operation 33, Electronics: Comm 32; Security 80; Systems 52, First Aid 27, Vacc Suit 27, Conceal 43, Devise 73, Listen 42, Recon 52, Spot Hidden 62, Hide 70, Sneak 70, Languages: Chinese 38; English 37.

### Equipment:

Forged ID, Electronics Toolkit, Lockpicks, Mechanical Toolkit, PDA, Tactical Comlink, Compass, Expensive off the peg suit, Polycarbon Knife, Rocket pitons (x12), 200m reel of polypropylene fibre, monofilament rope (STR 50)

## JACOB KISER

### The Hacker

American male aged 36.

Kiser is an expert at defeating computer security and accessing secure data networks. Famously hacked into SolTrack and rerouted an entire colonial transport convoy into the hands of the Trojan Pirates. Also rumoured to have been involved in the Proxima II Data Heist of 2266.

### Connections:

Has worked with Blake Harper and Melina Jones.

STR: 12    Move: 3  
CON: 10    HP: 21  
SIZ: 11    Dex SR: 3  
INT: 18    DB: +1D4  
POW: 15    SAN: 75  
DEX: 11  
APP: 08  
BRA: 14

## NEW HORIZON, scenario pack EX3.0

ATTACKS:	ROF	A%	PV	DAM
Body Pistol	2	50	+0	1d6+1

### Armour:

Infiltration Suit (2AP)

### Augmentations:

Skillwire Expert System (Cyber), Math SPU (Cyber).

### Skills:

Dodge 36, EVA 11, Streetwise 29, Astronomy 23, Administration 59, Computer Operation 80; Programming 75; Security 75, Electronics: Comm 28; Security 28; Systems 28, Law 33, Physics 38, Vacc Suit 18, Listen 40, Spot Hidden 40, Search 40, Languages: Chinese 25; English 40.

### Equipment:

PDA – state of the art, conferring +10% on all Computer skills when used, The Demon Bag – suite of computer intrusion software (see handout #6), Electronics Toolkit, Infiltration Suit, Body Pistol, 2x magazines of pistol ammunition, Colonial ID card, Smart casual clothes, Inertial Tracker.

## AMÉLIE LOENGARD

### The Honey Trap

French female aged 30.

Loengard is a master in the art of disguise and of the confidence trick. She could talk a priest out of his faith while making the whole experience an extremely pleasurable experience. Involved in the lapetus con, when the moon was 'sold' to visiting dignitaries from Terra Nova.

### Connections:

Loengard has had a relationship with Devin Trasker in the past, which didn't end too well.

STR:	11	Move:	3
CON:	13	HP:	25
SIZ:	12	Dex SR:	3
INT:	15	DB:	+0
POW:	16	SAN:	80
DEX:	15		
APP:	17		
BRA:	13		

ATTACKS:	ROF	A%	PV	DAM
Unarmed Cmbt	1	65	+0	2d3+db
Knife	1	45	+0	1d4+2+db
Body Pistol	2	50	+0	1d6+1

### Armour:

Infiltration Suit (2AP)

### Augmentations:

Eye Light System (Cyber), False front (Cyber), Voice Modulator (Cyber).

### Skills:

Administration, Fast Talk, Bargain, Streetwise, Psychology, Devise, Conceal.

### Equipment:

Forged ID, Infiltration Suit, Body Pistol, 2x magazines of pistol ammunition, Polycarbon Knife, Medkit, E\$500 in cash

## ALEKSANDER KOVACHEV

### The man with the guns

Russian male aged 38. Born on Titan / Sol

Ex-Colonial Marine, Kovachev has spent his post-military career working as an enforcer for both the Russian and Chinese Mafia, and several megacorps and mercenary units. He knows his way around most firearms, and is a good man to have on your side if the shit hits the fan. As the rest of the team responsible for the Consolidated Aerospace Heist, "He may be a psycho, but he's our psycho."

### Connections:

Worked with Tabitha Chen on the Consolidated Aerospace Heist.

STR:	12	Move:	3
CON:	16	HP:	30
SIZ:	14	Dex SR:	3
INT:	13	DB:	+1D4
POW:	14	SAN:	70
DEX:	14		
APP:	09		
BRA:	14		

ATTACKS:	ROF	A%	PV	DAM
Unarmed Cmbt	1	51	+0	2d3+db
TAR M29	3	68	+2	2d6
Heavy Pistol	3	78	+0	1d10+2
Shotgun	2	48	+0	3d6+3

### Armour:

Stealth Assault Suit (6AP)

### Augmentations:

Dragon Hide (Cyber), Eye Light System (Cyber), Smartlink (Cyber).

### Skills:

Climb 61, Dodge 46, EVA 31, Throw 46, Zero G Cmbt 40, Fast Talk 30, Interrogation 50, Armoury 28, Computer Operation 38, Demolitions 33, Electronics: Systems 28, First Aid 33, Aerospace 13, Psychology 43, Vacc Suit 33, Conceal 23, Vehicle 43, Listen 55, Spot Hidden 55, Hide 14, Languages: Russian 35; English 20.

### Equipment:

Forged ID, Combat Shotgun, 2x 50rd shotgun magazines (solid slug ammunition), Heavy Pistol, 2x 20rd Heavy Pistol magazines, Body Pistol, 2x 10rd Body Pistol magazines, Stealth Assault Suit, Polycarbon Knife (handle conceals small ampoule of poison POT 10), Baton, Casual clothing, E\$500 in cash

## BLAKE HARPER

### The Demolitions Man

British European male aged 35.

Harper is the man who destroyed the ICA Computer Hub at Proxima II during the Proxima II Data Heist of 2266, and it is generally accepted that Harper is the go-to man for demolitions work.

#### Connections:

Worked on the Proxima II Data Heist with Jacob Kiser.

STR: 13      Move: 3  
CON: 16      HP: 30  
SIZ: 14      Dex SR: 2  
INT: 14      DB: +1D4  
POW: 10      SAN: 50  
DEX: 16  
APP: 11  
BRA: 13

ATTACKS:	ROF	A%	PV	DAM
Unarmed Cmbt	1	48	+0	2d3+db
TAR M29	3	68	+2	2d6
Heavy Pistol	3	78	+0	1d10+2
Shotgun	2	48	+0	3d6+3

#### Armour:

Stealth Assault Suit (6AP)

#### Skills:

Climb 53, Dodge 38, EVA 43, Streetwise 44, Armoury 49, Computer Operation 54, Demolitions 74, Electronics: Comm 69, Engineering 39, First Aid 24, Chemistry 49, Vacc Suit 24, Devise 56, Vehicle 26, Listen 52, Spot Hidden 62, Sneak 42.

#### Equipment:

Forged ID, Stealth Assault Suit, Automatic Pistol, 3x 20rd pistol magazines, Baton, Electronics Toolkit, PDA, Demolitions Toolkit.

## MELINA JONES

### The Improviser

American female aged 27.

A born improviser with a knack for thinking her way out of many a tricky situation, Jones is often seen as a lucky talisman to have in your team; she is a latent Precog, able to spot problems before they occur thanks to her psychic power.

#### Connections

Worked with Kiser on the Proxima II Data Heist.

STR: 12      Move: 3  
CON: 12      HP: 23  
SIZ: 11      Dex SR: 3  
INT: 13      DB: +0  
POW: 18      SAN: 90  
DEX: 13      PP: 18  
APP: 10  
BRA: 14

ATTACKS:	ROF	A%	PV	DAM
Unarmed Cmbt	1	48	+0	2d3+db
Body Pistol	2	57	+0	1d6+1

#### Armour:

Infiltration Suit (2AP)

#### Psionic:

Precognition, Sixth Sense/1      70%

#### Skills:

Climb 43, Dodge 48, Fast Talk 52, Streetwise 57, Computer Operation 38, First Aid 53, Psychology 58, Devise 37, Listen 73, Spot Hidden 73, Search 73, Hide 24, Sneak 24.

#### Equipment:

Infiltration Suit (see handout), Body Pistol, 2x 10rd Body Pistol magazines, 2x doses of Psychic Booster drugs with, auto-injector, Medkit, Emergency Beacon, Rescue Pod, Rocket Pitons x12, Forged ID, PDA, E\$500 cash

## DEVIN TRASKER

### The Getaway Driver

Martian-American male aged 42. Born on Mars / Sol.

If it flies, Devin Trasker can pilot it. The Conamara Derby is a walk in the park for a man who has evaded the FLEA Spaceforce on more than a dozen occasions.

STR: 14      Move: 3  
CON: 15      HP: 23  
SIZ: 08      Dex SR: 2  
INT: 17      DB: +0  
POW: 12      SAN: 60  
DEX: 16  
APP: 09  
BRA: 16

ATTACKS:	ROF	A%	PV	DAM
Unarmed Cmbt	1	48	+0	2d3+db
Body Pistol	2	57	+0	1d6+1

#### Armour:

Spacesuit (4AP)

#### Skills:

Dodge 48, EVA 50, Zero G Cmbt 45, Astronomy 40, Computer Operation 30, Data Analysis 52, Electronics: Comm 30; Systems 30, Engineering 22, Mechanical Aerospace 42, First Aid 27, Pilot: Aerospace 80; Spacecraft 22, Physics 38, Vacc Suit 52, Vehicle 60, Listen 40, Spot Hidden 60.

#### Equipment:

Forged ID, Standard Spacesuit, Electronics Toolkit, Automatic Pistol, 2x 20rd auto pistol magazines, Medkit, Rocket Pitons x12, 200m Polypropylene fibre multifilament, rope (STR 100), Hipflask of vodka, Cigars.

## **APPENDIX C: HANDOUTS**

### **INVESTIGATORS HANDOUT 1**

#### **GANYMEDE**

Ganymede is Jupiter's largest moon, and indeed the largest moon in the entire solar system; it is larger in diameter than Mercury but only about half its mass. Ganymede is much larger than Pluto. It was one of the first places that human explorers landed when visiting the outer planets.

The surface of Ganymede has a rich variety of terrain including mountains, valleys, craters and lava flows. The most striking features are the ridges and troughs. These features form complex patterns and have a vertical relief of a few hundred metres and run for thousands of kilometres across the moon.

Ganymede has a very thin oxygen atmosphere very similar to the one found on Europa. Ganymede is also the only moon in the Sol system with a magnetosphere. The moon is far enough away from Jupiter that it only receives around 8 rems per day of radiation from Jupiter's radiation belts, well within the range to be managed with shielding; while Ganymede is also close enough to Jupiter that it experiences significant tidal stresses from Jupiter, which makes geothermal energy and liquid water available underground. The moon also possesses water ice, carbonaceous material, metals and silicates. Ganymede is still fairly deep within Jupiter's gravity well, however, making travel to and from this moon relatively energy-intensive and therefore expensive until the advent of the reactionless displacement drive.



#### **STATISTICS**

<b>Distance from Sol:</b>	5.2 AU
<b>Equatorial Radius:</b>	2634.1km
<b>Mass:</b>	0.025 Earths
<b>Mean Density:</b>	0.35
<b>Gravity:</b>	0.146g
<b>Escape Velocity:</b>	2.741 km/s
<b>Rotational Period:</b>	Synchronous
<b>Orbital Period:</b>	7.154 days EST
<b>Atmospheric Composition:</b>	Trace atmosphere composed mostly of molecular oxygen
<b>Temperature:</b>	110K
<b>Satellites:</b>	0
<b>Total Population:</b>	50,000

The third largest of the Circum-Jove colonies, Ganymede has a population of approximately 50,000. Most of this number is located in the settlements on and below the vast Galileo Regio plains. Ganymede is often referred to as Nanotech Valley, the name a homage to Silicon Valley back on Earth. This is because the moon is a leading high tech hub with a large number of nanotech-engineers and venture capital backed technology start-ups based here. The Nanoforges and Manufactories of Ganymede are the lead suppliers of nanotechnology to Sol industry.

## **INVESTIGATORS HANDOUT 2**

### **GANYMEDE SURFACE MAP**



#### **ACALLARIS**

Located in the Memphis Facula at the southern edge of the frozen Galileo Regio plains, the domed city of Acallaris is the largest city on Ganymede, with a population of approximately 30,000. The city extends deep below the surface structures into the warrens of lava tunnels and caverns which honeycomb this area. The lower levels of these caverns contain vast ice glaciers, which provide a valuable resource for the city. Acallaris is also known as Ganymede City, and is a popular destination for flight-crews from ships orbiting in the Ganymede Swarm.

#### **APOPHIS**

Apophis is a relatively young settlement built on top of the Apophis Aquifer, where water warmed by Ganymede's radioactive core reaches relatively close to the surface. The population of Apophis is close to 2500, and almost all are members of a religious movement who call themselves Redeemers – a bizarre amalgam of puritanical Christianity and eco-hippy commune. With its closed-loop recycling, vacuum-organism farms and forest biome, Apophis is a model self-reliant community.

#### **MARIUS BASE**

Site of the original landings on the moon, Marius Base has since grown up into a large industrial centre and storage depot for the various mining firms who send mining teams down the well to either Io or deep Jupiter orbit.

#### **NABUPLEX**

The top-secret NabuPlex facility is owned by Artificial Life Incorporated, and is their main off-world laboratory for android and artificial intelligence research and development. It was within the walls of NabuPlex that the legendary 5th generation androids were conceived.

#### **TIAMAT**

Nicknamed Chaos Canyon, the official name of the Military Sciences Division (MiliSci) installation located here is the Tiamat Aerospace Flight Test Centre (Department 8). The steep canyons and deep fissures of the Tiamat Sulcus are permanently off-limits both to civilian and normal military space traffic. Unauthorised personnel caught within the perimeter are quickly caught and expelled. Even non-MiliSci military pilots risk disciplinary action if they accidentally stray into the exclusionary "box" surrounding Tiamat's territory.

The base's primary purpose is to support development and testing of experimental spacecraft and weapons systems. What else this secret wing of the United Earth Armed Forces gets up to below the surface of Ganymede is unknown.

#### **THE ANUBIS QUARANTINE ZONE**

This restricted area is the site of a nanotech disaster in 2194. Almost a century later it is still a no-go area. A 250km radius exclusion zone around the site is patrolled by elements of the Colonial Marine force from Camp Orestheus, Callisto.



## **INVESTIGATORS HANDOUT 3**

### **THE JOB**

The Investigators have been assembled to plan and execute a robbery – an illegal acquisition of corporate assets from a facility on Ganymede owned by medical research company Qin Mian Technologies.

Nidus Labs is where Qin Mian Technologies conduct their most radical biotech R&D. They are currently engaged in a top-secret biotech project - "Project Green Water" - involving some form of nanotech replication technology. Johansson's employers want the PCs to acquire a live sample and a copy of the associated research data.

### **The Sample**

It is standard operating procedure for R&D work involving nanotech to be conducted in sterile clean rooms. When not in use, the sample is stored in an armoured safe, locked using Quantum Encryption. The Quantum Key is probably in the possession of the senior scientist or the site administrator.

### **The Research Data**

Intelligence suggests that the research data will be booby-trapped to quantum-encrypt itself if downloaded from anywhere other than a small number of predefined terminals.

These are as follows:

1. The Data Core
2. Head Scientist's office
3. Operations

If the Investigators question Johansson's motives, it should be stressed that he is a fixer. He gets things done. It is not for him to question the motives of his employers. If Johansson's employers want something, he makes sure they get it.

### **Time Frame**

For undisclosed reasons, Johansson's employers want the heist planned and executed within 72 hours of the team's arrival on Ganymede. It is a tight schedule, but Johansson believes he has assembled a team capable of success, and this is reflected in the payment being offered.

### **Payment**

Johansson's has been authorised to offer the Investigators payment of E\$1.5million to divide as they see fit. This payment will be made via electronic transfer to a numbered

## **INVESTIGATORS HANDOUT 4**

### **NIDUS LABS OVERVIEW**

#### **Qin Mian Technologies**

Qin Mian Technologies is an advanced biotechnology firm engaged in industrial and medical biotechnology research and development. Their CEO, Aaron Kwok, is an outspoken critic of the Jovian Treatise of 2198; believing biotechnology research will lift humanity to the next level of its evolution, but only if allowed a free reign to explore the possibilities.



#### **Nidus Labs**

Qin Mian Technologies conduct most of their sensitive R&D work at Nidus Labs, a small laboratory complex located in the Nidus Crater approximately 3500km to the east of Acallaris City in a region known as Arbela Sulcus.

Arbela Sulcus is a 24 kilometre-wide chasm that cuts through the cratered plains of the Nicholson Regio. The chasm is believed to have formed a combination of crustal spreading and cryovolcanic flooding. The chasm averages 400m deep, and its floor is divided into a series of deep furrows and ridges caused by fractures in the icy crust of Ganymede.

Nidus Labs has a small personnel roster, under the management of one Mr Luo Jinquan, a trusted special projects manager known for getting results.

#### **Communications**

For routine communications, Nidus Labs is equipped with a long-range laser communicator keyed to the Circum-Jove satellite network. For more sensitive data, there is a quantum communicator. For emergencies there is also a long-range radio transmitter backup.

### Computers

Nidus Labs has a carbon-60 based core mainframe running Darwin, a robust Gamma level AI designed specifically for the installation. Darwin is programmed to monitor and maintain all autonomic systems such as life support, power and gravity, as well as having the capability of operating communications and security if necessary.

### Gravity

Nidus Labs maintains a standard gravity field of 0.9g.

### Life Support

Darwin constantly monitors the autonomic life support systems, making minute adjustments to air pressure and temperature to keep Nidus Labs at an acceptable equilibrium.

### Lighting

Nidus Labs has ambient lighting programmed to maintain a 24-hour circadian rhythm in the staff.

### Power

A SunCore IV fusion plant provides power for Nidus Labs. The plant runs on a deuterium-3He reaction. The plant is located approximately 1km away from the site. There are multiple fail-safes and battery backups, and Darwin can shut it down if certain scenarios arise.

### Security

Given the top-secret nature of the work carried out at Nidus Labs, security is paramount. The site has a dedicated team of security specialists (corporate soldiers).

### Personal Data Transmitters

Personal Data Transmitters (PDTs) are surgically implanted into the shoulder of each staff-member at Nidus Labs, and consist of two RFID tags, one active, and one passive. The active RFID tag broadcasts a locator signal which enables Darwin, the station AI, to track their location while in the complex. The passive RFID tag is programmed with the staff member's current security clearance, and is automatically queried whenever they approach within 1m of a security-locked door. If the RFID tag has the correct clearance, the door unlocks.

In addition to PDT-linked security, some areas also require a PIN entered into a keypad to affect entry.

### Contingency Plans

In the event of a physical security breach at Nidus Labs (i.e. intruders), standard protocol is for Qin Mian HQ to be alerted immediately. A security team will then be scrambled who can be on the site approximately 30 minutes after launch.

### Doors

There are 3 main categories of door at Nidus Labs as follows:

- Partition

Partition doors are not airtight, and are for privacy purposes only. They slide open and shut and have simple bolt-locks.

- Bulkhead

Bulkhead doors are internal pressure doors, designed to give access from one airtight section of a space vessel to another. Bulkhead doors are kept closed by default, and can be locked. In the event of a pressure loss, bulkhead doors are programmed to automatically seal off the compartment. This can only be overridden by the most senior staff member, as to do so will risk compromising another airtight compartment.

- Airlock

Each airlock at Nidus Labs is laid out in a typical fashion: a chamber with a reinforced pressure door at either end. Only authorised staff members can activate the airlocks on the rig. There are safeguards in place to prevent both doors being opened at the same time.

Airlocks usually contain emergency equipment such as medical kits, rescue balls etc. Cycling an airlock usually takes between 30-60 seconds. There are usually spacesuits either in or adjacent to all airlocks.

# INVESTIGATORS HANDOUT 5

## TEAM EQUIPMENT

In addition to any equipment noted on Investigator sheets, the following equipment is available to the team as a whole:

### 1. Protective Clothing

Options available for protective clothing are as follows:

#### Standard Vacuum Suit (SVS)

The standard vacuum suit is an environmental suit designed to protect the individual from vacuum, heat, cold, and radiation. Each suit is equipped with an environmental backpack which contains the suit's oxygen supply, its power pack, and the environmental control system. A SVS can sustain its wearer for 24 hours, less if the wearer is engaged in stressful activities or if the environmental conditions severely tax the suit. A typical SVS offers 4AP of protection.

Standard Accessories: polarized visor, comlink (500 km range), lights, CO2 gun, 200 meters of high strength cable (with a grappling hook one end and a strong magnet on the other), and a patch kit.

See New Horizon core Rulebook for details.

Enc: 10kg/5kg if worn

#### Infiltration Suit

Also known as a Cloaker or Ghost Suit, there are at least a dozen different makes of Infiltration Suit currently on the market, but they all have a very similar design spec: a lightweight armour system providing maximum stealth at the expense of only limited protection.

See New Horizon core Rulebook for details.

Enc: 1.0kg

#### 'Infiltrator' Stealth Assault Suit (SAS)

Designed for use by both military and corporate commando teams conducting covert ops, the Stealth Assault Suit is a light-weight armoured bodysuit constructed of a flexible material that instantly hardens into armour upon impact.

See New Horizon core Rulebook for details.

Enc: 3.0kg

### 2. Weapons

Johansson can provide access to most small arms, though military-grade stuff like rocket launchers and high energy weapons are not available.

### 3. Survival Equipment

#### Arctic Survival Kit

A kit filled with a variety of items useful for surviving in arid conditions. Includes: 1 litre thermal canteen; first aid kit; folding shovel; ice pick; knife and sheath; signal mirror; water purification kit. The kit comes in a pack 30cmx12cmx12cm.

Enc: 2.0kg

#### Climbing Pitons

Tungsten pitons that have a small explosive charge for firing into rock. Come in cases of 24.

Enc: 0.1kg per piton.

#### Climbing Hammer

Titanium alloy hammer backed with pick head.

Enc: 0.5kg.

#### Dye Pistol

Used primarily to designate Landing Zones, the dye pistol fires cartridges filled with coloured dye that can mark substantial areas of the ground.

Enc: 2kg (unloaded; dye cartridge weights 0.5kg).

#### Emergency Beacon

Combination long range comlink and signal transponder. When activated it monitors emergency search and

rescue channels, and when traffic is picked up it emits a warning to inform users that help may be at hand, and transmits a coded distress signal. Signal range is 1000km. Once activated, it operates for 30 days EST.

Enc: 1.0kg

#### Fusion Generator

Vehicle portable power generator that uses a fusion reactor to generate power using Helium-3. Weight is per 10kw of power output.

Enc: 10kg

#### Individual Military Pack

A lightweight medium backpack that is used to carry up to 24 kg. Also known as "battlefield harness" or "combat webbing."

Enc: Neg

#### Inertial Tracker

Small hand held device which indicates direction and distance travelled from the starting location.

Enc: 0.1kg

#### Power Cell

Power cells come in all shapes and sizes. Weight below is for each kW of power contained.

Enc: 0.05kg

### **Rocket Pitons (x12)**

A pistol-grip, disposable launcher that fires a rocket-propelled, explosive-set piton. It is used to project an attached line up to 200m – a successful Climbing roll (made by the GM) means the piton is securely lodged and will support weight; a critical failure means the operator only thinks it is! Roll vs. DEXx4% to hit if used as a weapon; Damage is 1d6+2 for the stake. Comes with electric winch and clip for attaching to webbing (which then serves as a climbing harness).

Enc: 3.5kg.

### **Rope**

Polypropylene fibre rope that is treated to resist mildew, rot, acids, petroleum products and most other chemicals. A standard length of rope is 10.5mm x 100m, and comes as both monofilament and multifilament. Monofilament is lighter and less bulky, but can hold only half the SIZ of a multifilament length of the same dimensions.

STR: 50 / 100

Enc: 2.0kg / 4.0kg

## **4. Computers**

A Compad for every PC

Average computers confer no benefits. Expensive computers usually confer a skill bonus of between 5-25% (Keepers discretion) to users with a Computer Operation skill of 75% or above, and usually cut down the processing time required to perform certain tasks.

## **5. Tool kits**

Electronics tool kit

## **6. Communications**

As well as communications gear in everyone's suits, a portable SATCOM unit.

### **Torch**

Powerful cell powered light. 24 hrs per cell used. Can be armour mounted.

Enc: 0.25kg.

### **Chemical Lantern**

Chemical light. Lasts for 3 standard days continual use.

Enc: 0.25kg

### **Halogen Spot Lamp**

A high-powered halogen white-light lamp. Usually as an internal battery, as well as a top-mounted carrying handle.

Enc: 1.0kg

### **Thermal Imaging Camera**

Handheld device which may only have an effective range of 10m, but which can see through walls. Useful against animals and non-military foes, but certain types of military armour can mask its wearer's IR signature.

Enc: 1.5kg

## **INVESTIGATORS HANDOUT 6**

### **THE DEMON BAG**

A set of limited-use software viruses to help gain entry to Nidus Labs

#### **The Insistent Friend**

This software forces local networks to accept handshake protocols with an external PDA, allowing network access. Initially the program has a 90% chance of connecting with a local data network when first activated. Each time it is subsequently used against a network with active security AI, this chance drops by 10%. The program provides network access, but does not open restricted network shares.

#### **The Lock Wizard**

This software package is designed to defeat computer-controlled electronic locks with a 95% success rate. It will work 3+1d3 times (determined by the Keeper) before Nidus Labs network security identifies it and locks it out.

#### **The Flood**

This program sends a flood of fragmented or otherwise invalid data packets into the Nidus data network, which causes a distributed denial of service attack resulting in slow network responses. This lasts for 6+1d6 minutes during which time the following systems are affected:

- Communications (internal/external) are crippled. Stand-alone systems (those in space-suits or vehicles) are unaffected.
- Data transfer is bottlenecked and is stacked until the invalid data flood is purged from the network. This prevents live camera feeds and other security surveillance systems updating in real time.

#### **The Copycat**

This program can be used to duplicate data without the security protocols realising what is happening. It has to be plugged directly into the machine containing the data, as it pretends to be a local ghost partition.

#### **PDT Clone**

This handheld device can clone the data signature of an active Personal Data Transmitter. The active nanoware onboard the device degrades during the process and after 1d3 uses (determined by the Keeper) cease to function. The device must be within close proximity (within 10cm) of the targeted PDT.



## INVESTIGATORS HANDOUT 7



### SPECIFICATIONS

**Crew:** 1 (pilot)  
**Power Plant:** Fusion Hitomi F44  
**Propulsion:**  
Dual scramrocket/fusion rocket

#### DIMENSIONS

**Length:** 24 metres  
**Height:** 6.2 metres  
**Wingspan:** 16.4 metres

#### PERFORMANCE

**Max Velocity:**  
Atmospheric Mach 1.7  
Orbital 3g  
**Flight Ceiling:** trans-atmo  
**Max Payload:** 10 tons

#### CARGO CONFIGURATION

Civilian transport: 52 passengers  
Cargo transport: 10 tons internal

#### SENSORS

**Ground:** 20km  
**Air:** 2000km  
**Perimeter Alert:** 10,000km  
**Comm Range:** 3000km



Commonly referred to as a *LOT* or *Lottie*, the Consolidated Aerospace CA1709 Light Orbital Transport is the popular commercial model of the AS-61L, an orbital support craft originally developed for the United Earth Armed Forces in the 2230s.

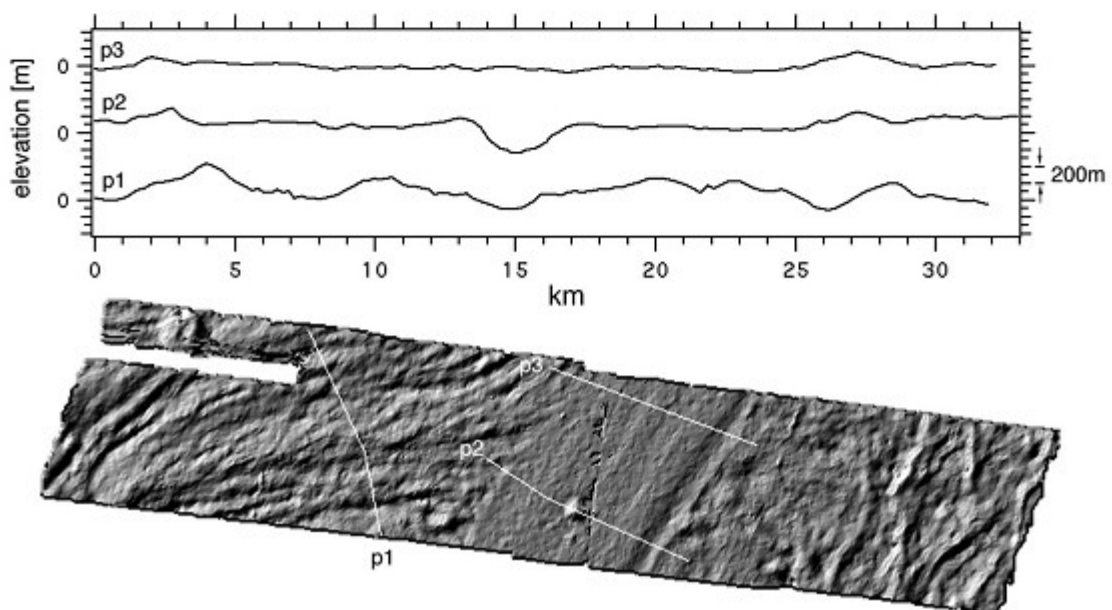
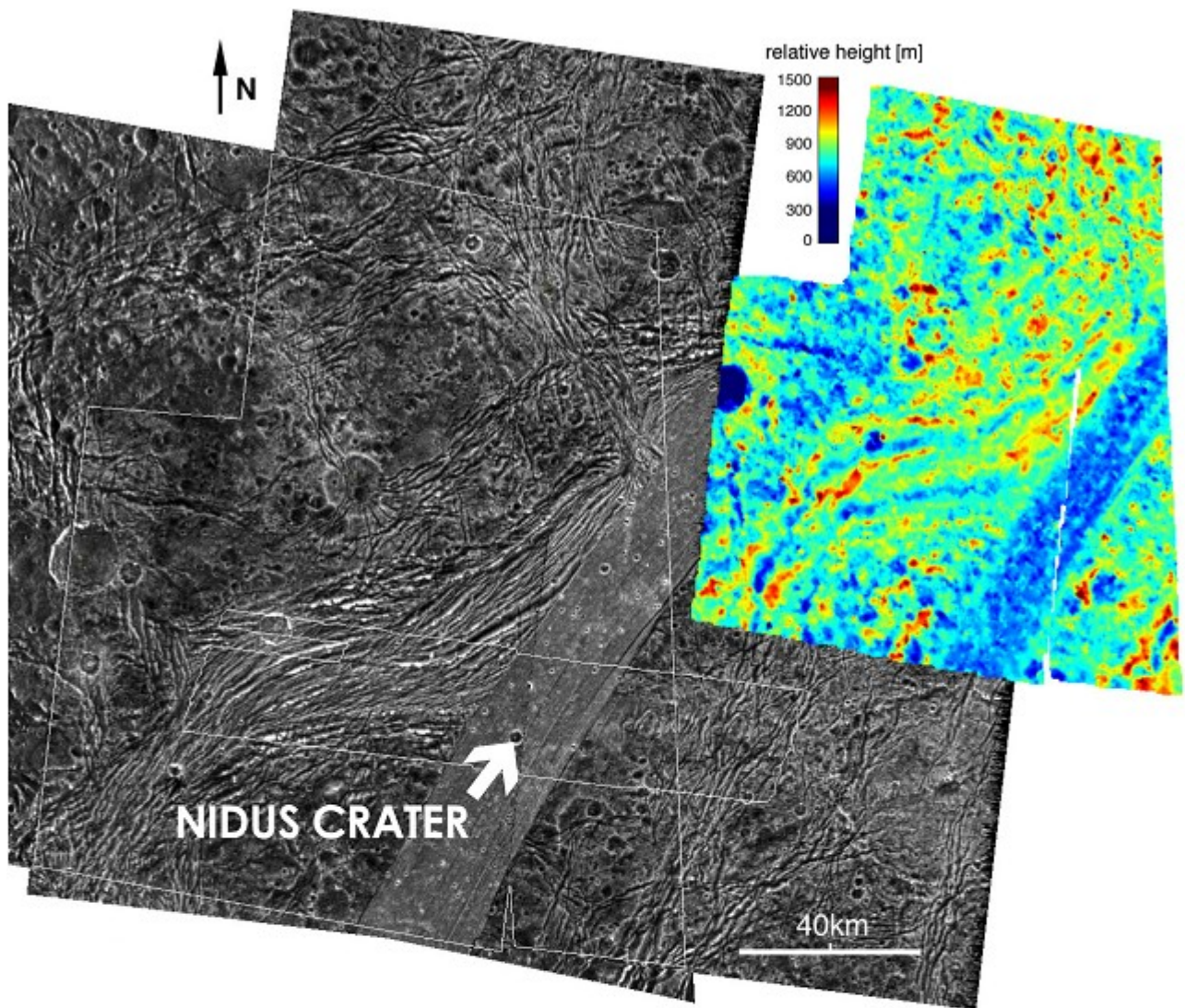
Otherwise identical to the AS-61L, the CA1709 is stripped down and optimised for orbital transport operations.

With full trans-atmospheric capability due to its advanced aerodynamic spaceframe, and with a dual scramrocket/fusion rocket drive system for superior performance in and out of planetary atmospheres, the CA1709 is very good at its primary purpose: the transport and transfer of cargo and personnel between orbit and a planet surface, or from one orbital location to another.

**INVESTIGATORS HANDOUT 8****NIDUS LABS PERSONNEL MANIFEST**

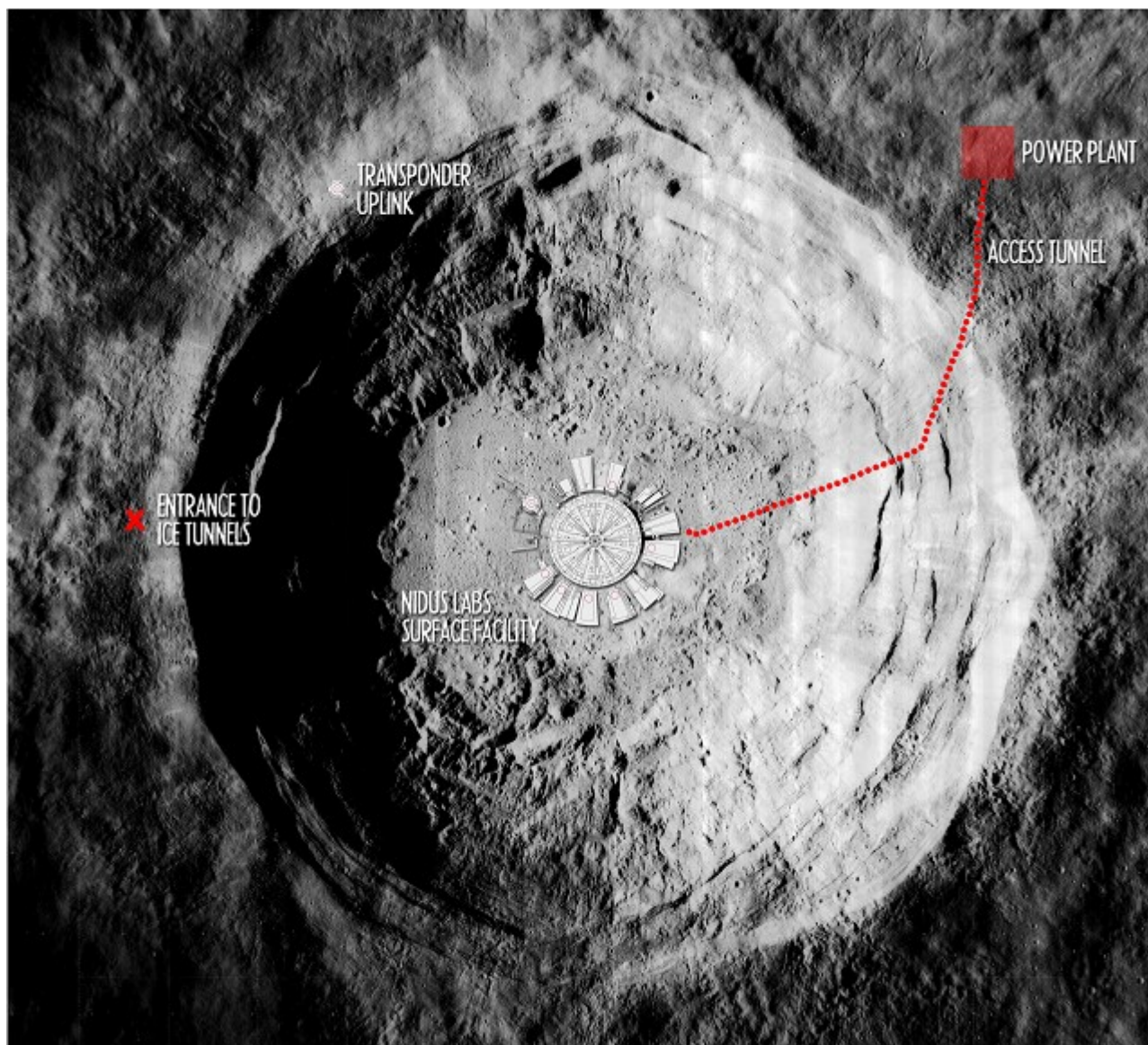
<b>Name</b>	<b>Position</b>
Avizu, Luis	Research Scientist
Capa Research	Assistant
Garcia, Joel	Medical Officer
Jackson	Research Assistant
Jinquan, Luo	Administrator
Joens	Research Assistant
Li, Miss	P.A. to Mr Jinquan
Liquin, Chen	Senior Research Scientist
Listerman, Jared	Security Officer
Ortega, Carlos	Systems Technician
Ostenberg, Rueben	Research Scientist
Simmons, Harriet	Research Scientist
Sufen, Huang	Security Officer
Tianyou	Research Assistant
Ting, Chen	Security Officer
Wey, Caleb	Security Officer
Wiersbowski, Jennifer	Systems Technician
Xuejiang, Sun	Research Scientist
Yang	Research Assistant
Yang, Xiu	Security Chief
Black	Research Assistant

## MAP 1: ARBELA SULCUS





## MAP 2: NIDUS CRATER

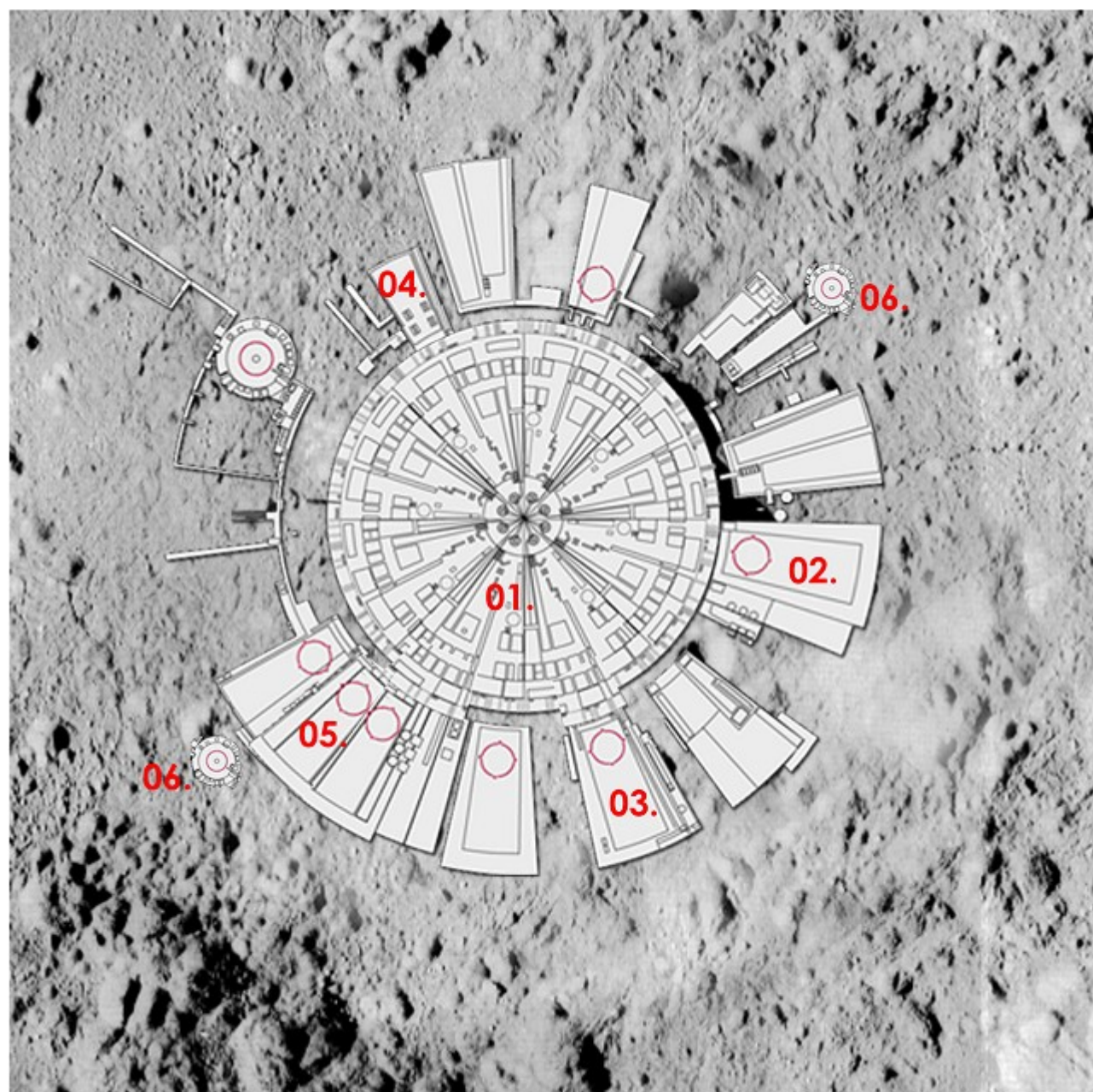


SCALE:

0km

1km

### MAP 3: NIDUS LABS SURFACE FACILITY



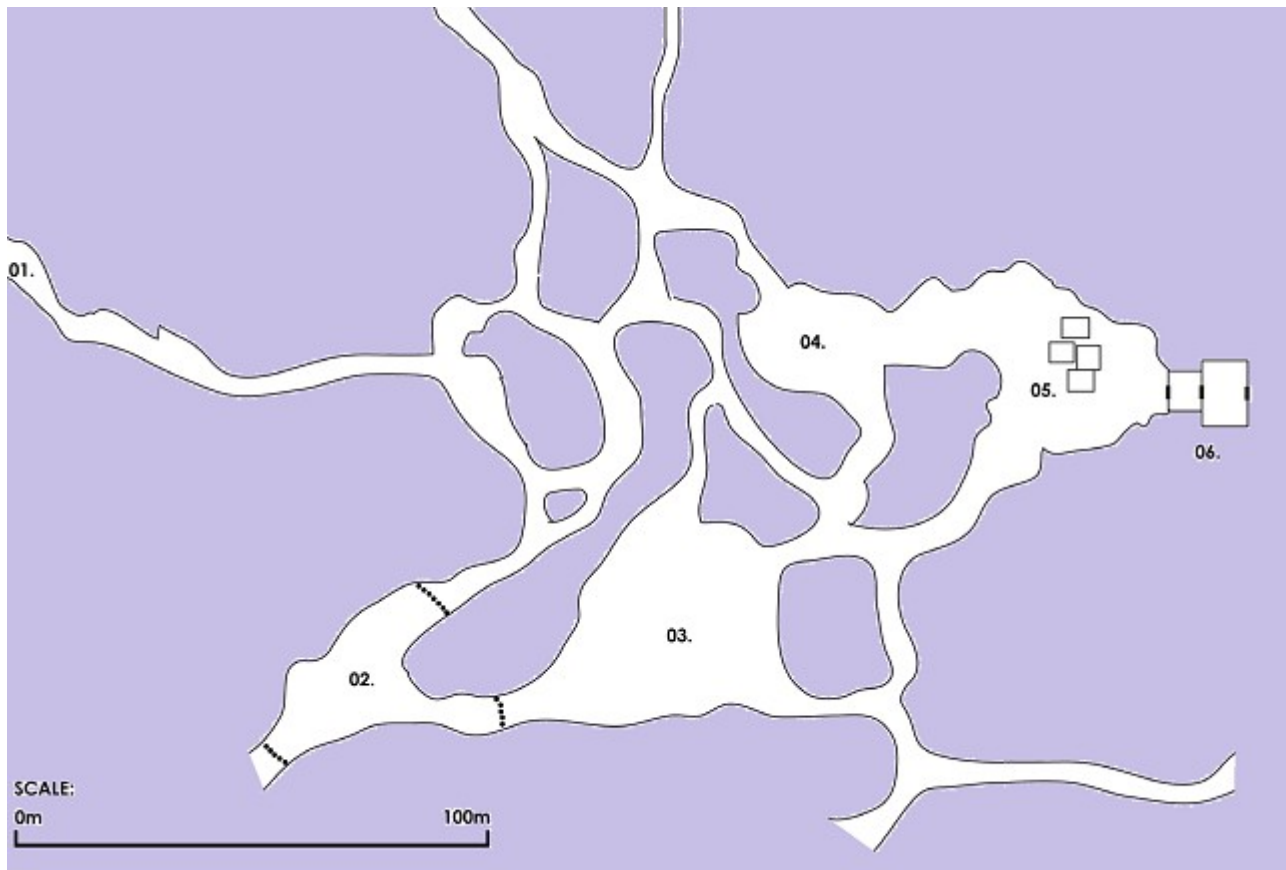
SCALE:

0km

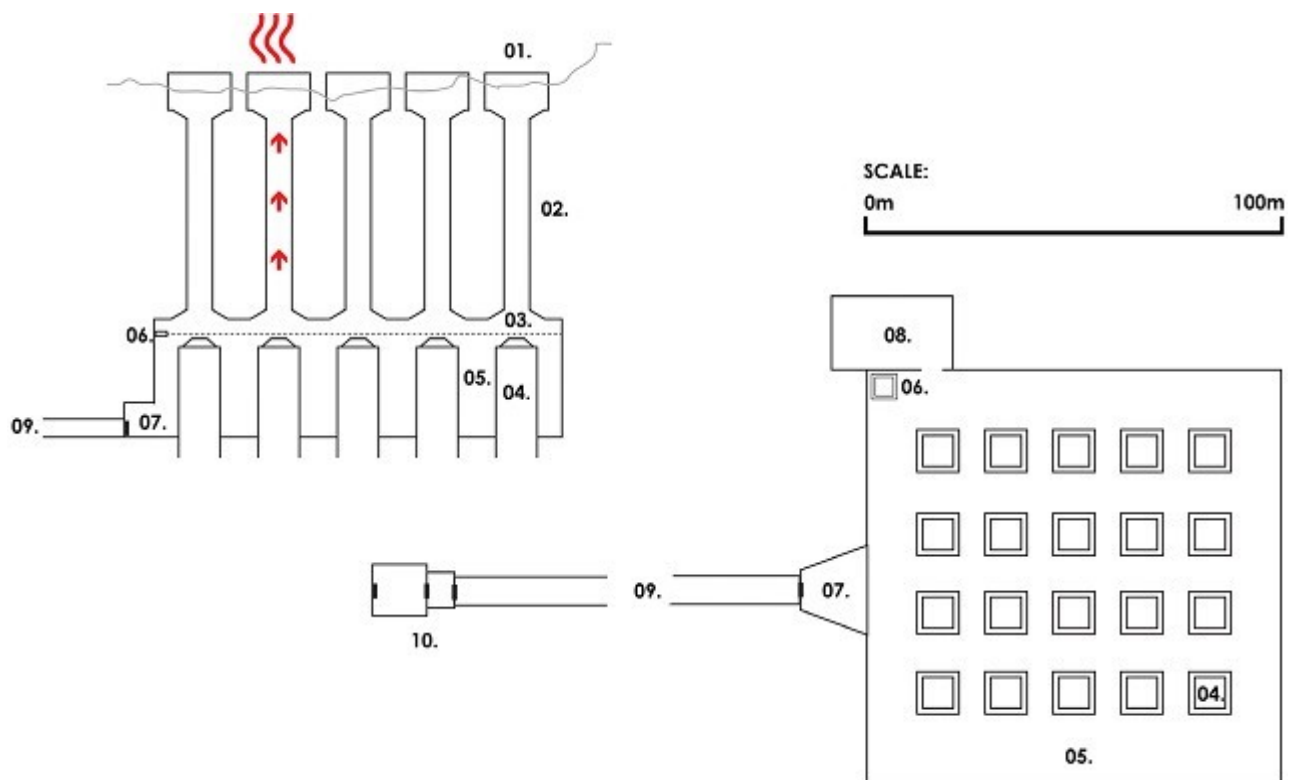
100m



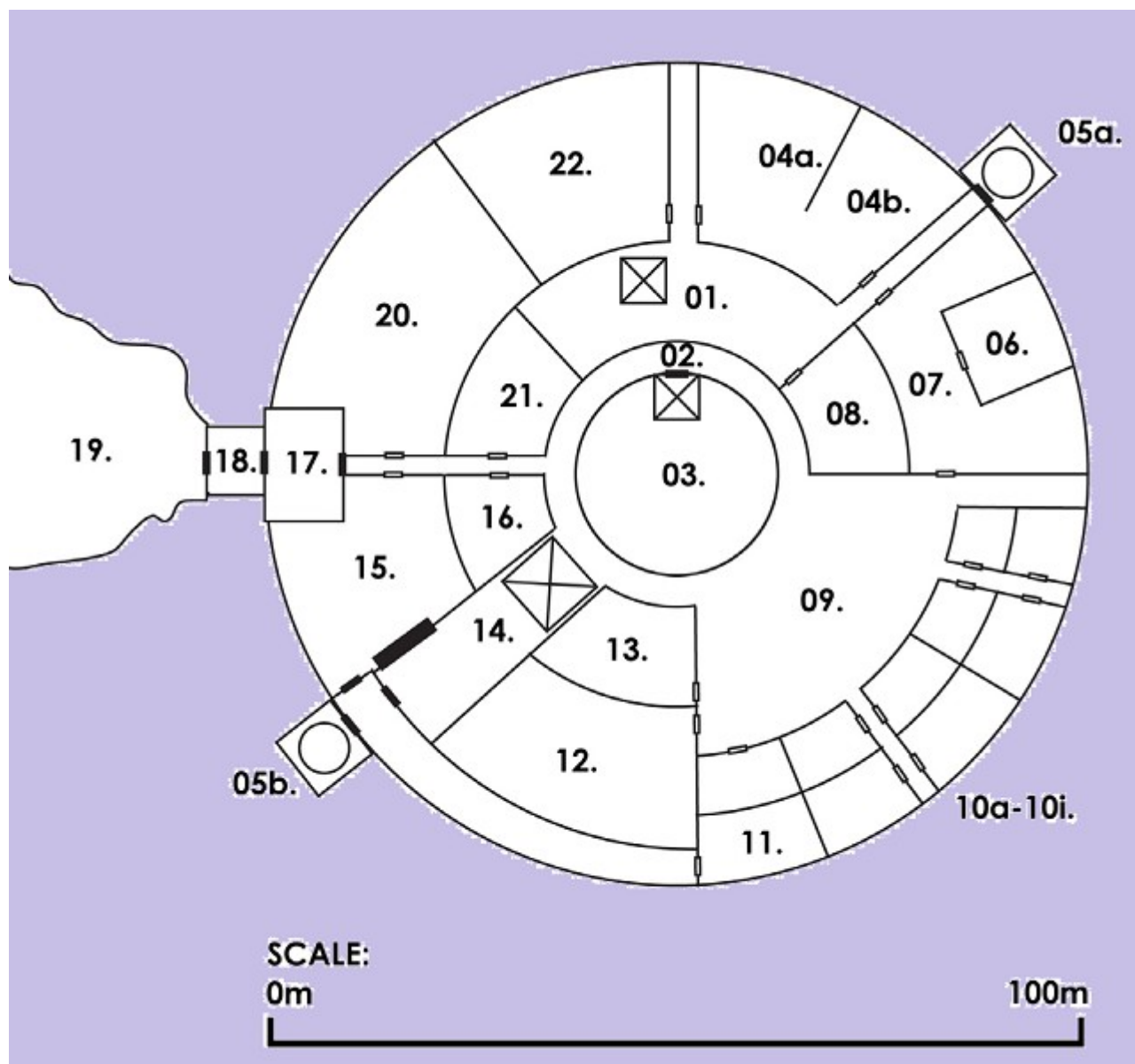
## MAP 4: THE ICE TUNNELS



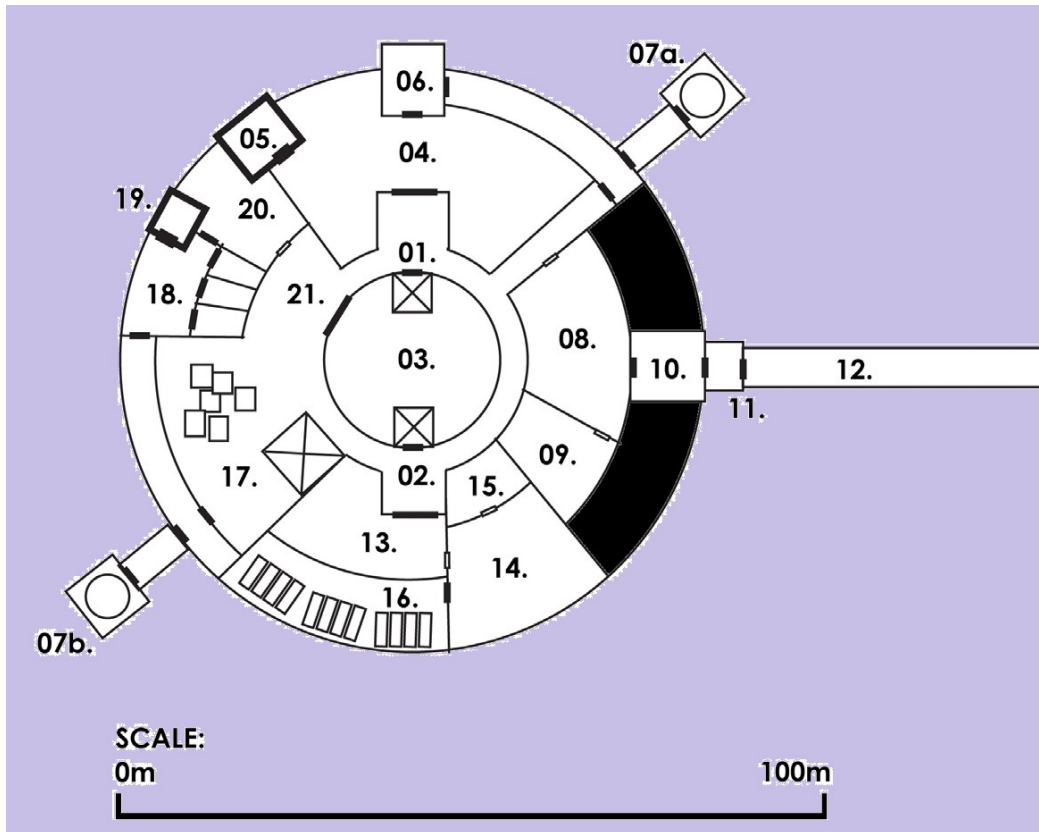
## MAP 5: THE THERMAL VENTS / ACCESS TUNNEL



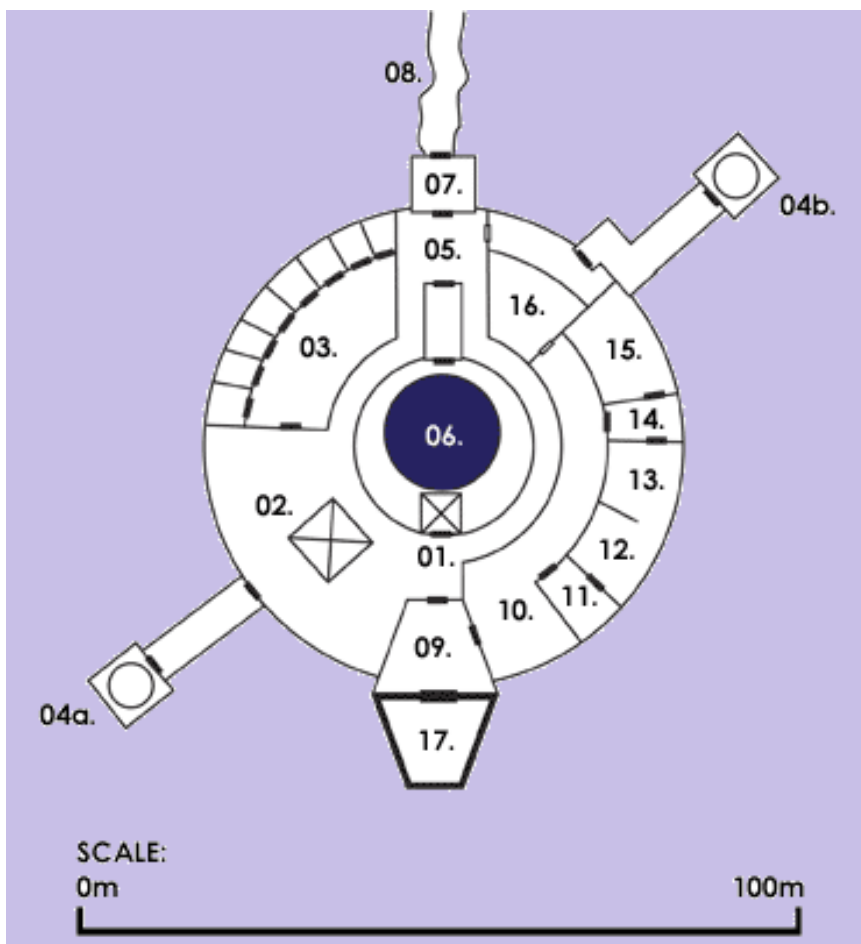
**MAP 6: NIDUS-LAB A-LEVEL**



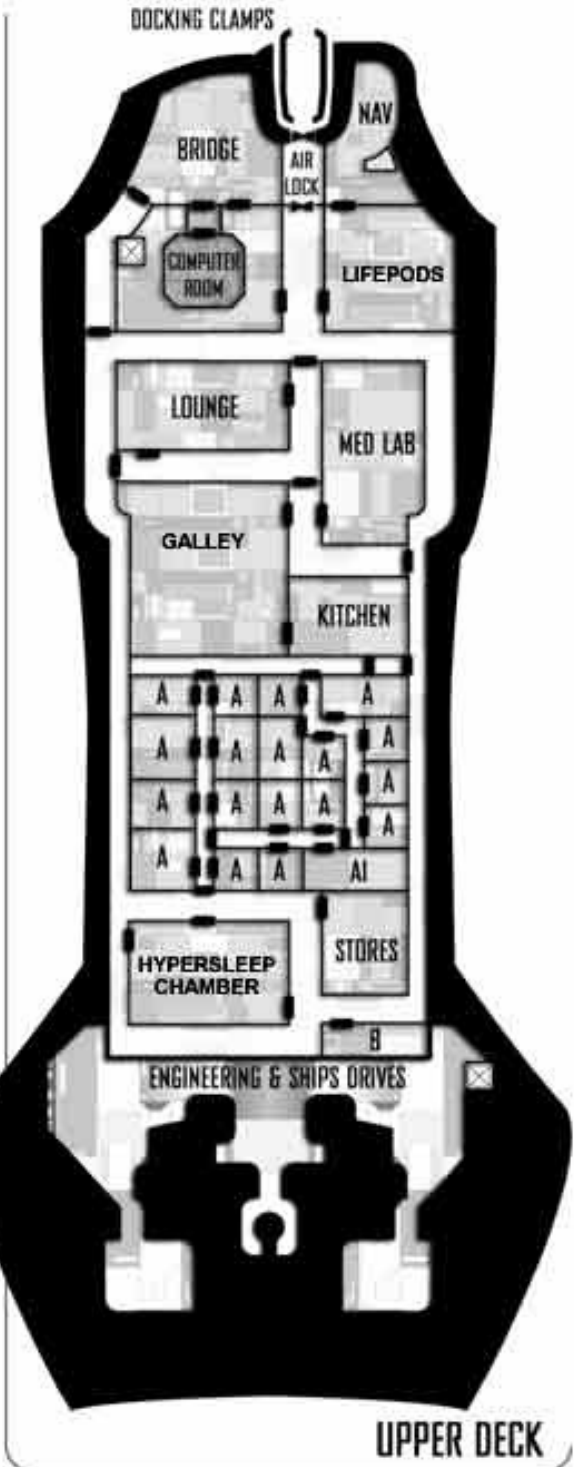
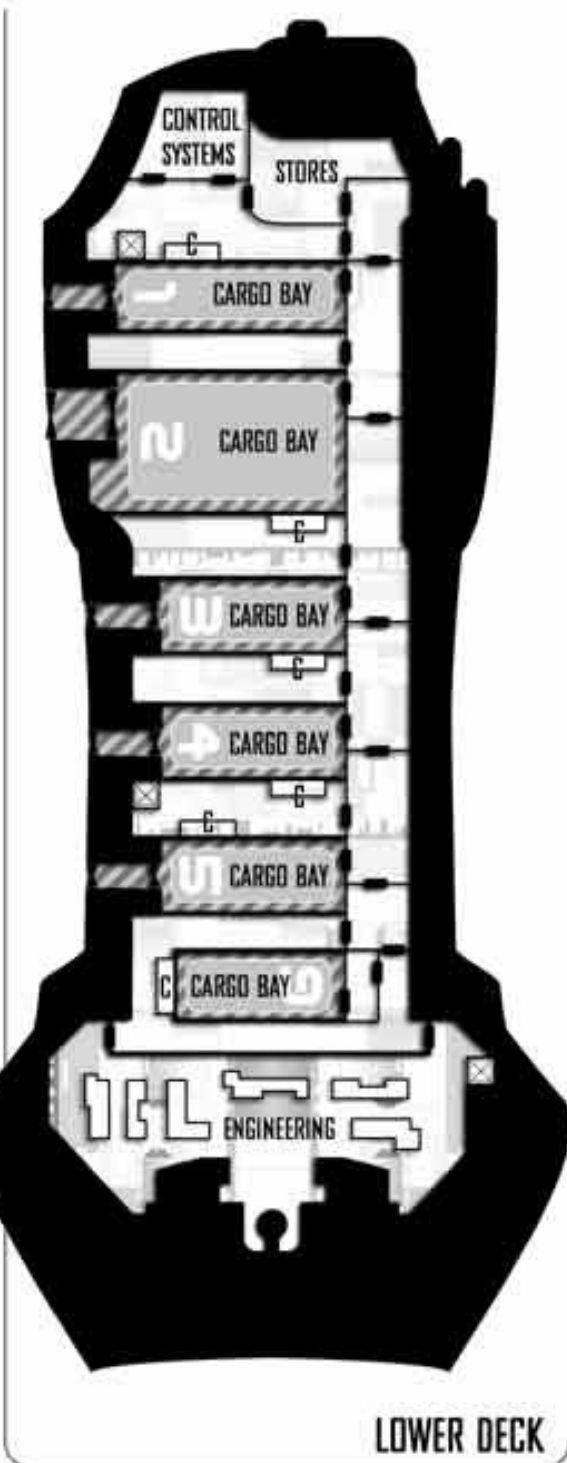
**MAP 7: NIDUS-LAB B-LEVEL**



**MAP 8: NIDUS-LAB C-LEVEL**



## MAP 9: THE TELEMACHUS DECKPLANS



# THE PANDORA'S BOX

by Jeepee

*A reduced crew has been recruited for a mission of the utmost importance: to journey to LV-836 and retrieve valuable scientific and biological equipment. Under no circumstances should this equipment fall into the hands of the ERC.*

*The mission is by no means official; hence, Weyland has enlisted the services of independent mercenaries and an unaffiliated spacecraft. The mission is under the authority of a company agent whose loyalty is beyond question, along with the oversight of a member from the scientific department.*

## KEEPERS INFORMATION 1

### Introduction

The planets of the Frontier, rich in minerals, are the subject of fierce competition between governments and large corporations, with constant rivalry sometimes escalating into armed conflict, as is the case on many worlds claimed simultaneously by the UEF and the ERC. It is not uncommon to see worlds change hands following a more or less legal and violent takeover by one power or another. Of course, the primary victims of the situation are the workers and colonists, most of whom lack the means to leave the planet.

The Weyland-Yutani company equips a large number of colony planets on the Frontier, mainly on behalf of the UEF. Their niche: terraforming and the installation of atmospheric condensers on colonies. Another activity of W-Y is research and development in the military field, including the design of biological and chemical weapons. Recently, agents have reported Xenon-archaeological discoveries on the LV-836 colony located in the outer worlds: pre-human remains and interesting samples and traces of non-human biological life. Weyland is currently conducting research to determine how these discoveries could serve its purposes in terms of weaponry.

These research projects, grouped under the designation "X-1458-WY," are overseen by Michael Bishop himself. The conflict between the UEF and the ERC poses serious logistical problems for Weyland-Yutani. Concerned about not losing any of the research results on the Frontier worlds where it is active, the company multiplies recovery missions, such as the one on LV-836.

In this context of simmering war, companies like Weyland-Yutani often have to hire the services of professional soldiers—mercenaries—to defend their interests and protect precious resources.

## THE ADVENTURE 1

### Briefing

On Earth, three months ago, in a smoke-filled office at Weyland-Yutani. Agent Miller has been summoned by Ward, a senior executive of the company.

Read the following to the character of Miller:

*You've been summoned by Ward, a senior executive of the company. The man wears an impeccable gray suit. The room is impersonal, with a single window whose blinds are halfway lowered. The city lights are faintly visible through the cigarette smoke. On the desk, a stack of folders and an ashtray overflowing with cigarette butts. With a gesture, Ward invites you to sit; he opens a file. He doesn't look at you in the eye. In a monotone voice, he announces:*

*"We've been informed that the planet LV-836 and all its infrastructure have fallen into the hands of the ERC. The latest report we received from our men on the ground indicates that the ERC has a significant armed force. From what we know, the fighting on LV-836 is still ongoing; our projections indicate that the UEF troops on-site will not be able to repel the ERC forces. Planet LV-836 is lost to us."*

*"In addition to our mining facilities, we have a research complex on the planet; we want to recover scientific equipment and biological samples currently on-site as quickly as possible. According to our sources, the research center has been spared, probably due to its geographical position away from major industrial and processing centers."*

*He pauses, takes a drag from his cigarette, and continues reading.*

*"Your mission will be to go to LV-836 and retrieve the aforementioned equipment and samples. This objective takes precedence over everything else, including the safety of other mission members. It is not acceptable for the results of our research to fall into the hands of the ERC."*



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*"To assist you in your mission, you will be accompanied by Dr. Li Mishima and two Weyland security agents. We have chartered the Oberon, an independent ship. Captain Kathleen Wess and her crew do not need to know the details of the mission."*

*Another pause, a puff of cigarette smoke, and then Ward resumes:*

*"A small detail that may be important: your journey to LV-836 will take 3 months; the situation on-site may have changed in the meantime. You are accredited by Weyland to take any measures you deem appropriate to carry out this mission... Any questions?"*

Ward waits, his eyes still fixed on his file. He avoids meeting Miller's gaze.

Give to the player Handout #1.

Ward will answer Agent H. Miller's questions as long as they respect the agent's accreditations. If the questions become uncomfortable or too intrusive, Ward will simply announce:

*"You are not authorized to know the answer to that question."*

Following this briefing, and in the days that follow, Agent H. Miller is introduced to the other members of his mission, and everyone boards the Oberon.

Give to the players Handout #2 and #3.

## KEEPERS INFORMATION 2

### USCSS Oberon

The USCSS Oberon is a G Corvus-class spaceship. This type of vessel is initially designed for deep-space recovery, but its tonnage and technical specifications make it an all-terrain, reliable, and robust ship. With a length of 54 meters, it is designed for a crew of 6 people. It is not a military vessel; it has no weaponry. It is equipped with a standard MU/TH/ER AI and hyper-sleep chambers.

The Oberon features a towing crane and a hangar, along with a small rescue shuttle with a 3-month autonomy.

The ship is divided into 3 decks. Deck A includes the bridge and galley; the MU/TH/ER room is located below the bridge and is accessible via a small ladder and a code-locked door. Deck B includes a medlab, a room with 6 hyper-sleep tubes, a storage area, and a changing room. Deck C (lower deck) houses the crew quarters, the hangar with an access door/ramp, and two airlocks on the sides of the ship.



### Deck 1

**Bridge** – This room is dominated by five work stations. The pilot station is the only one that must be manned while maneuvering the ship. The navigator doubles as co-pilot. The comms work station is rarely manned. The sensor operator doubles as weapons officer. The navigator can also control the missile launcher, if required. The bridge has a coffee maker, microwave and small kitchette area.

**Computer Racks** – This room houses the Betty's old and somewhat decrepit computer system. Many systems are jury-rigged and/or bypassed.

**Head** – This is for the use of the bridge staff while they are on duty.

**Captain's Cabin** – Opening directly onto the bridge, it includes a desk, double bed, and ensuite washroom.

**Airlock** – The primary airlock is used when the ship is on the ground. All three doors are vacuum-tight. Their locks can be controlled remotely from the bridge.

**Ladder** – The main staircase leads to the upper decks. At 45 degrees, it is steeper than a normal staircase. It is called a ladder after the nautical tradition.

**Gangway** – This staircase is lowered when the ship lands. It is the primary access to the ship while on the surface.

**Access Tubes** – Entered from the engine room above, these tubes provide service access to the ship's mechanical systems. They are extremely narrow and rarely used.

### Deck 2

**Starboard Cabin** – This two-man cabin houses the Doctor and Pilot. It has a bunk bed, with storage underneath, and a locker.

**Workshop** – The compact ship's workshop is critical for repairing broken parts or fabricating new ones. It has a small, but complete, set of machine tools. The mechanics spend a lot of time here.

**Port Cabin** – This four-man cabin is for the Navigator, Cook and two Mechanics. It has two bunks, each with storage underneath, and two lockers.

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**Mid-ships Cabin** – This cabin is identical to the other four-man Cabin. It is home to the ship's four Deckhands.

**Heads** – This deck has two mirror image washrooms (heads). Each has a toilet, sink and shower. They can be busy in the morning when everyone wants to use them at the same time.

**Lockers** – Located just outside the two escape pods, these lockers contain the crew's EVA suits (extra-vehicular activity suits, i.e. spacesuits). The lockers are quite inconveniently located, as most use of the EVAs exit from the Deck 3 airlocks.

**Escape Pods** – The two six-person escape pods are intended for the crew. The last seat folds up to allow access for easier entry for the first five passengers. They are standard single-use escape pods.

**Engine Room** – The name is a bit of misnomer. The engines on the Betty are all external, with no access from the inside. Instead, this room has two workstations for monitoring and troubleshooting engineering problems. The racks house the ship's control systems. There is also an access hatch (AH) which allows the mechanics to do reach some mechanical systems. The mechanics don't spend much time in the Engine Room.

**Flight Systems** – The ship's flight systems are built in. They are difficult to access, but can be accessed through the cargo lift machinery space or through the roof of the bridge.

**Engines** – The ship has two pulse engines, for long range burn, two wing mounted engines (either side of the bridge deck) for forward thrust, and two huge, muscular looking 'arms', that provide directional thrust and allow vertical landing.

**Concealed Missile Launcher** – Located under the main cargo hold are twelve containerized missile cells hidden behind 'shoot-through' covers. Each cell contains a single missile, the Python-28, pre-packaged in the factory. The missiles are short range, all-aspect, fire-and-forget missiles with a 50kg explosive warheads. The Python-28 has "full sphere capability", meaning it can be launched at a target regardless of the target's location relative to the direction of the launching spaceship (i.e. although fired sternwards, they can arc around and attack targets ahead of the ship). The missiles and shoot through covers can only be replaced from the outside.

### Deck 3

**Cargo Airlocks** – The Betty has three external airlocks. The forward facing one has a docking collar for hard seal in vacuum. The two side airlocks use a soft seal and are generally used when the ship is docked in a berth. A fourth airlock separates the common areas and main cargo bay.

**Cargo Lift** – In order to center the front airlock, it is located half-way between Deck 2 and 3. The cargo lift is used to lift the forklift and five-ton cargo boxes from the airlock up to the level of the main access corridor.

**Main Access Corridor** – This wide corridor provides access from the forward cargo airlock to the main cargo hold. This is normally where the passenger baggage is

stored, for easy access. It also acts as an overflow common area, in flight.

**Life Support** – Located behind removable panels above the main access corridor, the ship's life support is one of the few components of the ship that is in perfect working order. The Captain doesn't scrimp when it comes to life or death. The system was completely replaced two years ago.

**Crew Lounge** – The primary crew relaxation area, in addition to an assortment of somewhat threadbare couches and a rickety poker table, the lounge has a large screen TV and a huge collection of on-line movies and old TV programs.

**Head** – Although intended for use by those on this deck (the sickbay in particular), this head has a shower, so it is sometimes used by crew-members who are tired of waiting for one of the two heads on Deck 2.

**Sickbay** – The minimum required by law, the Betty's sickbay has a bed, a few pieces of basic equipment and small chest of medical supplies. The Doctor is expected to bring whatever else he thinks he will require.

**Kitchen** – Unlike the sickbay, the kitchen is very well equipped and stocked. Crew members and passengers are welcome to come in and get a snack outside of meal hours. This is the Cook's personal fiefdom and he keeps it spotless. This wasn't always the case. When he first came on board, it was overrun with cockroaches. His solution: he donned his EVA suit, kicked everyone off the deck, sealed all the hatches except the one to the kitchen and opened the forward cargo hatch while the ship was in vacuum. The offending critters were sucked out into space. He regularly threatens to do the same to some of the crew who fail to live up to his cleanliness standards.

**Dining Room** – The heart of the ship, there is enough room for all of the crew and passengers to eat dinner at the same time. The huge table can be disassembled and stacked (on edge) against the outside hull, allowing the room to be used for other purposes. In the past, it has been used as an emergency dormitory.

**Pantry** – Used to store dry goods, it is kept locked. Only the cook and captain have keys.

**Freezer** – It is divided down the middle, one half is a cooler used for storing perishable foods, the other half is a freezer. It is also locked.

**Main Cargo Hold** – Cargo is carried three ways: loose (least preferable), in cargo boxes, or in large cargo modules (most preferable). The cargo boxes have a nominal capacity of five tons and are 1.5m x 1.5m x 1.5m in size. They are constructed of heavy duty aluminum, but are not vacuum-tight. The loose cargo and cargo boxes are loaded through the cargo airlocks. The larger cargo modules are mounted on the outside of the ship. They are 2.5m x 2.5m x 2.5m in size and constructed of hull metal. They are loaded using integral cranes that pick them up off the ground and then retract into alcoves in the side of the hull. The modules have vacuum tight doors that can be used to access the modules from inside the hold. A forklift, used for loading the cargo boxes, is kept in the main cargo hold.

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**Escape Pods** – A ladder leads down from Deck 4 to two six-person escape pods. They are intended for passengers or anyone who can't get to the escape pods on Deck 2. The ship is designed for eleven crew and six passengers, but has sufficient escape pods for twenty-four people (one pod extra).

**Fusion Core** – The main power plant for the ship is only accessible from the outside.

### Deck 4

**Two-man Passenger Cabins** – Similar to the crew cabins, the passenger cabins also have a small desk.

**Passenger Lounge** – Although spacious, the passenger lounge is very basic, with a few couches, a table and chairs and a large wall-mounted TV. The TV is connected to the same on-line library of movies and TV programs as the crew lounge.

**Head** – The passenger washroom is larger than the crew washrooms but is shared between all six passengers.

**Escape Ladder** – In addition to the main forward ladder, the passenger deck also has a rear ladder that leads directly to the escape pods.



## THE ADVENTURE 2

### A Long Slumber

A low, steady hum. That of the propulsion, distant, muffled by several layers of sealed bulkheads. Darkness punctuated by the glow of green indicator lights.

In the half-light of the main cargo bay, six recently installed cryo-pods can be seen arranged around a central console, like the petals of a flower.

Suddenly, lights illuminate on the central console. Luminous tubes flicker to life with the characteristic "dump" sound of neon coming back to power.

The lids of the six sarcophagi silently open. Movements, initially slow and measured. Bodies coming back to life after three months of hyper-sleep.

Slowly, each person stretches, extends an arm, slides one leg, then the other, out of the sarcophagus. No words, only a few plaintive grunts. Bodies are stiff.

The Oberon's crew emerges from hyper-sleep. Typically, there are dizziness, sometimes nausea, always immense fatigue – hyper-sleep is not like normal sleep – and a profound hunger as well. Perhaps a craving for a hot cup of coffee.

## THE ADVENTURE 3

### In Orbit around LV-836

Give to the player Handout #4.

Thirty minutes after waking up and a quick snack, the Oberon's crew members meet on the bridge. The pilot has taken her position and is consulting the flight report. In front of her are several consoles and screens displaying columns of numbers.

The ship is approaching slowly, already feeling the planet's gravitational pull. Through the glass cockpit of the pilot's seat, everyone catches sight of LV-836, a dark orb with a gray atmosphere hinting at a thick cloud layer with occasional flashes of lightning. A real little paradise.

Initially, the flight plan mentions a runway near the scientific complex where the PCs must retrieve equipment and samples. Miller has a map precisely indicating the location of the center and the runway, about 300m away.

The plan also indicates a group of buildings to the northeast, about 5000m away, with what looks like a runway and hangars. This is the LV-836/Paradise colony, one of the planet's ten mining operations.

The transponder for the mentioned runway is not responding. In fact, none of the transponders seem to be responding to Oberon's signals. They will have to rely on the map and navigate visually once past the cloud layer.

#### Electronics Comms:

It is impossible to establish communication with a ground facility, even with multiple succeeded rolls. The onboard equipment isn't malfunctioning; there simply seems to be no one below to respond.

### Descent to the Planet

The pilot can initiate the orbital trajectory and entry into the atmosphere; it's going to be rough. PCs who are not seated and strapped in are likely to fall during the maneuver and get injured.

Entering the atmosphere is grueling. Visibility is almost nonexistent. Lightning strikes the ship's hull several times, causing all the electronic equipment on the ship to "flicker." The ship is tossed in all directions; on the bridge, external noises and creaks due to the strain on

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the ship are drowned out by the audible alerts that the pilot ignores, cutting them off one by one.

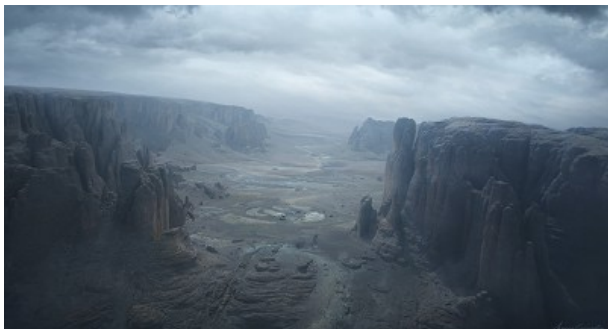
After a turbulent descent and a challenging approach, the ship is approaching the runway of the scientific complex.

Rain and wind make it difficult to clearly see the condition and surroundings of the runway. On the ground, there is no movement. Nothing is moving, and except for a few blinking red lights, nothing can be seen.

### Spot:

A PC or the pilot can spot the outlines of the runway in the flash of lightning. The runway appears to be in very poor condition: several power poles have collapsed onto the runway, and the tarmac is littered with debris of all kinds. Landing here will be tricky (Pilot Atmospheric skill roll difficult).

If the Pilot failed her Spot roll, a landing is likely to end in a crash: the ship perched precariously on debris, landing gear twisted, and the disembarkation ramp partially blocked by a piece of a pole. In the event of a crash, the ship will need repairs to take off again. Some PCs may have been injured during the crash, not to mention a possible fire due to overheated circuits that have fried.



## KEEPERS INFORMATION 3

### Choosing a Different Landing Site

See Map 1: LV-836/Paradise Colony Area

If the PCs decide to land elsewhere, they have two options: find a flat and clear area nearby or land 5km further on the runway next to the colony.

If the PCs land near the research center, they can reach the entrance of the complex on foot.

Finding a flat and clear area to land will require a Hard Spot roll, and even if successful, there is a one in six chance that the ship will crash on unstable ground.

The research center is close; the PCs can see the buildings, BUT they may be attacked by 1D3 Juvenile Neomorphs lurking around the center.

If the PCs manage to land near the LV-836/Paradise colony, they will need to find a way to reach the research center on foot or find a vehicle (see The Adventure #4).

Flying to the LV-836/Paradise colony, 5km to the northeast, will require a Pilot Atmospheric roll, but the

PCs have a 1 in 3 chance of being spotted by an automated defense turret left there by Federation soldiers.

In the event of a shot, the pilot must succeed in a Hard Pilot Atmospheric skill roll to dodge the missile.

## KEEPERS INFORMATION 4

### No man's land

If the ship crashes in the no man's land, the PCs will have to reach the research center or Paradise colony on foot. Although the air is breathable on LV-836, Weyland's terraforming work is far from perfect, and the weather conditions are still quite challenging: rain, gusts of wind, reduced visibility. It will take a good hour to reach either location.

The bulk of the ERC offensive on LV-836 has passed. Small groups and patrols remain, cleaning up, eliminating the last pockets of resistance, and securing installations.

There is a non-zero probability (1 in 6) that the PCs come across an ERC patrol. In this case, a skirmish may break out.

### Alertness (PCs and ERC):

The camp that succeeds spots the other first and has a serious tactical advantage. It's up to the PCs to decide whether to engage in combat or try to go unnoticed: Orientation vs Spot.

## THE ADVENTURE 4

### LV-836/Paradise Colony

The PARADISE colony sector is a large mining zone, home to a third of the planet's population – just over 4,000 colonists and workers.

Imposing concrete structures. The silhouette of coolers cutting through the pale dawn. In the background, ore processing plants and refineries.

Within the perimeter of this extensive industrial zone, residential towers: the district of workers and employees of Weyland-Yutani. A veritable mushroom city that has developed around the exploitation area and the wide landing strips. A bit to the side, on the southern edge of the colony: Weyland's control center.

The slowly rising dawn begins to outline the entire complex as the PCs' ship approaches at low altitude.

The runways are strewn with debris; several pylons have collapsed onto the runways. Here and there, craters, the result of battery fire or bombing. There are also some carcasses of transport ships and abandoned vehicles, mostly damaged.

In the background, smoke begins to be visible in the timid rays of the sun. In fact, from where they are, the PCs realize that the entire area has been bombed, and



fires are likely still ongoing further into the industrial zone.

### KEEPERS INFORMATION 5

#### Soldiers of the ERC

There are still ERC soldiers lingering in the area; they are on the lookout for the last UEAF soldiers. Having spotted the PCs' approaching ship, they take positions and wait.

ERC soldiers will wait for the PCs to exit the ship before attacking. For them, it's clear: the PCs are enemies, members of the Federation forces, and must be neutralized.

#### Neomorphs

Neomorphs have escaped from Weyland's research center and are hunting in the no man's land. There is a 1 in 6 chance of encountering them; in the case of a fight between the PCs and another group, the probability increases to 1 in 3.

#### Bloodshed

At any time, when exploring the planet or the colony buildings, the PCs may come across a massacre committed by the neomorphs. It could be a group of soldiers from either camp attacked by a pack of neomorphs on the hunt, or colonists attacked and dismembered in one of the colony's residences.

In any case, describe a scene of carnage with bodies scattered or disemboweled; some victims have been dragged for several meters, limbs torn off.

If the victims were armed, there are gunshot impacts everywhere. Some bodies also show signs of gunshot wounds.

The equipment and possible weapons are still there, some in the hands of the victims. There is even radio equipment still in working condition.

If the victims are colonists, they include families, men, women, and children, massacred on the spot, without the slightest chance. It is evident that they were not victims of gunfire but of a savage, almost animalistic tearing apart.

SAN: 0/1D4

#### Spot or Tactic:

The confrontation must have been extremely violent, with shots fired at point-blank range judging by the bullet entries. Some injuries were not caused by gunfire or even a knife or melee weapon. In some cases, groups of soldiers are from the same camp, in others, they are from both the UEAF and ERC.

On an additional success, the PCs would swear that soldiers from both camps were defending together against a common enemy.

### KEEPERS INFORMATION 6

#### Getting to the Research Center

On the edge of one of the runways near the landing site, the PCs discover an all-terrain vehicle, a kind of enhanced heavy-duty 8-wheel drive tractor, with a cabin that can accommodate 5 people and a platform for 2 or 3 people.

Those on the platform will be exposed to the elements, but it's better than going on foot. One Orientation skill roll will be necessary to reach the research center without any issues.

#### What about the Colonists?

The workers and colonists were caught off guard by the violence of the ERC attack. Many have died, but most have taken refuge in the bunkers designed for attacks. They are still there. There are several hundred people, mostly families.

If the PCs take the time to explore the area, they will come across the bunkers in question. Thinking that the PCs have come to rescue or evacuate them, the colonists may first be insistent, then violent when they realize that the PCs' mission has nothing to do with evacuation or any form of assistance.

### KEEPERS INFORMATION 7

#### Welcome to Paradise

See Map 2: LV-836/Paradise Colony

The Oberon has touched down on a runway north of the PARADISE colonial complex. Provide the map in the appendix to the players. If the players have difficulty consulting the map and orienting themselves, you can ask for an orientation skill roll. On success, you can assist them a little.

An <X> indicates the insertion point, where the Oberon landed. The PCs are at the end of the spaceport runway.

To the east, through the fine rain and low clouds, they discern the spaceport hangars and, further, the massive silhouettes of atmospheric processors.

#### 1. Main Runway

The main spaceport runway, 2900 meters long, is strewn with debris, the remains of ships grounded at the beginning of the offensive. There are also collapsed pylons and craters from bombings. The main runway stretches eastward, with a second runway perpendicular to the main one extending south.

From their position <X>, the PCs spot a tall tower on their right, identified as the spaceport control tower. Further east, they see the spaceport hangars and, in the background, the atmospheric processors, giant and immobile in the drizzle and low light of the late afternoon.



### 2. Control Tower

The control tower stands like a forever silent obelisk. From where they are, the PCs realize that the top of the nearly 60m high tower has been decapitated by a shot or a bombardment. Nothing remains of the wide control center rotunda, just a twisted framework of metal beams still attached to shredded plates swaying in the wind. Every movement produces a creaking sound.

Thousands of glass debris surround the tower, remnants of the control center's large glass panels. It's impossible to progress quietly on the tarmac around the tower: every step produces the crunching of crushed glass pieces.

#### Electronics Comms:

When using the radio, no signals are received. Normally, so close to the control tower, they should pick up something, but here, nothing. Complete silence.

### 3. Hangars

Further east along the main runway, the PCs reach the vicinity of the high spaceport hangars. To the south, they see the colony buildings and what appears to be large loading docks.

In front of the two large open hangars, two out-of-service transport barges. The first barge lies on its side like a stranded whale, its fuselage torn in several places, and a fire seems to have ravaged the cockpit. The secondary one is literally cut in half, probably by a bombardment, as evidenced by the traces all around.

Near the hangars, the scene is even worse: the violence of the bombing caused the structure to collapse, crushing those who had taken shelter inside. From where they are, the PCs identify a large number of victims, possibly dozens, whose bodies are trapped under the debris.

The PCs are all seasoned soldiers, but it's clear that the sight of such carnage won't leave them indifferent.

SAN: 0/1

#### Medicine or First Aid:

Death was caused partly by the explosion (some bodies are horribly mutilated) and by the fire. Among the victims are soldiers (uniforms of UEAF soldiers are easily recognizable) but also civilians.

#### Spot:

It is risky to venture into the ruined hangars, as the structure has been greatly weakened by the explosions. If a PC tries, they must succeed in an Agility roll to avoid slipping, tripping, or falling into the debris. Moreover, there is a 2 in 6 chance that a section of the wall or a metal beam will fall on the imprudent one.

### 4. Atmospheric Processors (North)

See Map 3: Atmosphere Processing Plant

East of the spaceport, the imposing silhouettes of three atmospheric processors. These machines, installed by Weyland-Yutani, participate in the long process of terraforming LV-836.

Although incomplete, the terraforming of LV-836 is 85% complete, which corresponds to a breathable atmosphere for humans and bearable weather conditions, although not very pleasant since it rains almost all the time on LV-836, a heavy and dirty rain, which is also part of the atmospheric transformation process. In short, the process is incomplete, but in practice, we don't wait for the process to be complete before we start colonizing and, above all, exploiting planets.

The processors are especially valuable to the ERC as they don't possess this technology and are limited in their expansion compared to other nations. Therefore, annexing LV-836 was necessary, even vital, for the Eurasian's survival. And securing these installations is a priority.

*The Atmosphere Processing Plant, also known as the Atmosphere Processor (AP), Atmospheric Processor or Atmos, is a large automated reactor capable of "converting" an unbreathable, toxic or otherwise inhospitable atmosphere into one suitable for human habitation. APPs are cone-shaped towers some 1,500 meters high and are powered by a 1.0 terawatt fusion reactor. Atmosphere Processors are a key component of extrasolar colonization efforts. The technology was pioneered by Weyland Corporation.*

*While the conversion process is entirely automated, a constant crew is required to oversee an APP's maintenance. Often an entire colony will be established for this very purpose.*

#### Spot:

There is movement around the atmospheric processors. From afar, the PCs spot a group moving between the large condensation cones.

#### Stealth:

To move without being noticed, as it is indeed a group of ERC soldiers.

#### Occupants:

A small group of 1d3+3 ERC soldiers has entrenched themselves at the foot of the huge capacitors. Sheltered behind an improvised barricade, they monitor the site's surroundings. Orders are clear, and the use of force has been authorized.



### 5. Housing Block A

A set of six residential towers, each six stories high. Concrete and steel, utilitarian. Each block includes living spaces, leisure areas, bars, stores, and housing for PARADISE's 4000 colonists.

There are 3 similar blocks around the colony center, consisting of Weyland-Yutani's industrial infrastructure. Block B is opposite, to the west, and Block C a little further south. Block A has suffered heavily from bombings. Four of the six towers have sustained significant damage, and two are partially collapsed.

No lights. No sign of human presence. Given the general condition of the block, it can be assumed that survivors have left the uninhabitable premises. The structure of the towers is likely compromised.

The PCs can attempt to explore the block. The towers are nothing more than ruins abandoned by their inhabitants. In the devastated apartments, the PCs discover the bodies of many colonists who could not evacuate in time: men, women, children.

Several Agility rolls are required to move through the towers, as the stairs and corridors are impassable, cluttered with rubble and debris of all kinds.

#### Spot:

One of the PCs spots a furtive movement in one of the towers. It is a hunting Neomorph; if the PCs venture into the tower, they risk being attacked. The Neomorph moves quickly and very stealthily.

A Spot vs Stealth of the creature is needed to hope to catch it by surprise. Here, the prey is the PCs. The Neomorph will flee as soon as the PCs open fire on it; surprised, it will try to take refuge in the huge building west of Block A (a processing plant).

#### Occupants:

1x Adult Neomorph.

### 6. Block B – Habitations

Block B's housing appears to have been spared from the bombings. The six towers rise like dark monoliths. No lights; no sign of human presence. The place is completely deserted.

The PCs can undertake an exploration of the towers: the residences are empty, but everything seems to have been left in order, quickly abandoned by the colonists. In some apartments, the cold remains of meals, as if life had come to a sudden halt. In the stairwells, a few personal effects left behind: a piece of clothing, a bag, a teddy bear, a shoe.

*The colonists had time to evacuate Block B before the colony was struck by the offensive but did not return.*

### 7. Block C – Habitations

The towers of Block C are intact. As in Block B, it can be surmised that the majority of colonists had time to evacuate before the initial bombings.

The PCs can also explore the area here. Same situation as in Block B: deserted apartments, abandoned personal effects, places left in haste.

#### Spot:

PCs can notice traces of passage in one of the stairwells leading to the basements: they are bloodstains.

While exploring the basement – small cellars where residents store things – the PCs discover a massacre. Several bodies – men, women, and children – horribly mutilated. Some corpses have been literally split in two. Some bodies are missing an arm or a leg. And there is dried blood everywhere in the room, on the walls, and in the corridors forming this blood-soaked labyrinth.

#### Tactic:

This is not a war scene at all. The injuries could not have been caused by gunfire or an explosion. There is no trace of bullet impact or any sign of an explosion. The unfortunate victims were simply slaughtered on the spot by... it's hard to say... a wild beast. No fauna has been documented on LV-836.

Impossible, even for the bravest, to emerge unscathed from such a discovery.

SAN: 1/1D6

### 8. Atmosphere Processors (South)

If the PCs pass by the atmosphere processors, play out the skirmish with ERC soldiers, with the difference that Neomorphs will join the fray.

Let the PCs and their opponents exchange some shots. Suddenly, a violent burst of gunfire that does not seem to target the PCs, and then nothing. The enemies are no longer firing.

*While the APP's fusion reactor is liable to undergo catastrophic meltdown if critical systems are damaged, the resultant explosion, although enormous in scale, does not create any notable radioactive fallout. Once stable atmospheric equilibrium is achieved, the processor continues to monitor environmental gas compositions and will automatically correct imbalances.*

#### Listen:

A PC will swear to have heard screams just before the shots ceased.

The PCs will certainly exercise extreme caution. When they reach the enemy position, they discover mutilated bodies, some disemboweled, guts and blood scattered around the torn flesh. Weapons still in hand. The assailants are all dead... but killed by whom or by what, impossible to say.

#### Spot or Track:

## NEW HORIZON, scenario pack EX3.0

A PC discovers traces in the mud around the enemy position, but they do not correspond to anything known. Is it an animal? A pack judging by the number of tracks. No fauna has been documented on LV-836.

A glance around will not provide any additional clues, and the uneven ground, sometimes muddy, sometimes rocky, does not allow for a clear trail to be followed.

### 9. Processing Plant

The colony has two mega-factories, vast buildings housing ore processing machines, connected by service tunnels and conveyor belt ramps with other colony structures: refineries, loading center. The two mega-factories are mazes of service corridors, immense machines connected by cables to generators, grinding tanks into which tons of raw stones extracted from LV-836 mineral fields are poured.

#### Orientation:

To avoid getting lost in the mega-factory labyrinth.

The two mega-factories are completely shut down and seem to have been spared from bombings. Seizing control of Weyland's industrial infrastructure is part of the objectives of the military campaign launched by the ERC.

### 10. Refinerie

In the eyes of the PCs, the refineries are just another kind of mega-factory: giant machines, conveyor belts, pipes, cables, control panels and flashing lights, bursts of steam, and the smell of sulfur. Here and there, pools of brackish water. A deposit of dust several centimeters thick on most flat surfaces.

#### Spot or Track:

It is possible to spot traces in the dust covering the floor: a track indicates a crowd movement (the traces are unusually numerous) towards a series of stairs leading to the basement. Following the track, the PCs arrive in front of a reinforced door. The door is locked from the inside.

The intercom still works. Behind the door, a basement where a group of colonists, mainly families, has taken refuge. There are about a hundred people crammed into the dark and damp corners of the refinery's basements. Via the intercom, a certain Brad O'Connor (he is the MARSHALL of the colony) refuses to open the door.

*Go to hell! All of this is your fault. The war and the beasts.*

*Watch out. We're armed, and we won't let you have your way.*

#### Persuade:

The PCs can try to persuade the Marshall to open the bunker. It's up to the PCs to decide how to handle the colonists. For now, holed up in the refinery's basement, they do not pose a danger to the mission.

If the PCs force their way into the bunker with explosives, it will inevitably turn into a massacre. A decision with significant consequences. On the other hand, for now, the colonists are probably safer locked inside than the PCs outside.

### 11. Loading Center

A vast hangar, conveyor belts, several loading docks, a working P-5000 elevator. The PCs can use this equipment, practical but noisy.

### 12. Processing Plant

Here and there, lights flash on the control panels. Some machines occasionally emit jets of steam. The place smells of soot, engine grease, and a strong metallic odor.

#### Occupants:

Mega-factory 12 is infested with Juvenile Neomorphs (1d6+3). If the PCs enter, they are likely never to leave.

Factory 12 houses also an adult Neomorph. Slower than its younger counterparts, the adult Neomorph is more resistant and, most importantly, close to the end of its life cycle; soon, fungi covering its body will release toxic spores, perpetuating the infestation.



### 13. Refinerie

See (10).

### 14. Weyland Company Office

Headquarters of the Weyland company on the Paradise colony, LV-836. The place is totally deserted. These are mainly offices; there is a cafeteria for company employees and recreational spaces. Company employees undoubtedly had a much better life than the common colonists of LV-836.

#### Spot:

One of the PCs inspecting the building comes across a map of the area with an indication of a research center 5 km southwest.

### 15. Control Center

Colony control bunker. The storm shutters are down. The access door is closed, locked from the inside. It's

impossible to see from the outside whether the building is occupied or not.

This building is the nerve center of the colony, and therefore of real strategic interest. The PCs will have to find a way to enter. As they stand in front of the door, one of the surveillance cameras pivots in their direction with a characteristic small buzz.

### Electronics Systems:

Hard skill roll to open the door. It's also possible to blow up the door with explosives.

### Occupants:

Inside, three UEAF soldiers, one of them injured, the colony leader – a certain Shawn Crossley – and four technicians. The soldiers will take a combat position in the access corridor to the control room.

If the PCs haven't found the map in the company building (14), they will come across a 3D projection of the region with a blinking red pointer on the Weyland-Yutani research center.

## 16. Secondary Runway

South of the colony, a secondary runway mainly used by company ships. Like the spaceport, it has suffered some damage due to the offensive: charred carcasses and collapsed pylons clutter the tarmac, but there are cleared spaces that could allow a pilot to land...

## 17. Control Tower

The small control tower, a miniature version of its big sister at the spaceport, houses the decomposing corpse of an adult Neomorph. Its body is covered with bulbous fungi that will release their toxic spores at the slightest provocation; this infection can be destroyed by fire.

### Occupants:

1x Adult Neomorph.

If a PC is exposed to the spores, his CON is matched against a POT/16 of the toxin. In case of failure, the PC is contaminated.

## KEEPERS INFORMATION 8

### Weyland Research Center

If the PCs have not yet encountered ERC soldiers, their arrival at the Weyland Research Center could be an opportunity for a small skirmish; after all, they are there to ensure that Weyland's research does not fall into the hands of the ERC.

The Weyland Research Center consists of several low, flat-roofed buildings, essentially bunkers designed to withstand the harsh conditions of LV-836. In the center stands the communication tower, its silhouette cutting through the ashen gray sky. The main part of the research complex is underground.

All storm shutters are closed. The only light comes from the hazard lights marking the entrance of the complex, a large sliding door also closed. The PCs can explore the surroundings of the center.

### Spot:

The PCs can find a second entrance – a service airlock with a half-open door – and a storm shutter that has been lifted and twisted, leaving a wide opening, the glass also shattered.

### Idea roll:

The PCs realize that, based on the glass fragments and debris from the shutter, the damage was caused from inside the building, as if a violent explosion had thrown debris outward.

- If the PCs enter the research center through the main door: the main door is locked, probably from the control room of the complex.

Electronics Systems skill roll to unlock the door. In case of failure, the PC can try again, taking a bit more time and leaving the PCs vulnerable to a possible attack.

- If the PCs enter the center through the second door (service airlock): The airlock is a small sliding door whose mechanism has jammed, leaving the entrance half-open. The PCs can slip inside one by one and enter a small service room.

If the PCs linger outside for too long, other Neomorphs will approach and attempt a coordinated attack.

### Alertness:

One of the group members spots movement, very fast, barely a moving shape, 300m away, on the edge of the runway... impossible to identify what it was. Too elusive. If the PCs linger, a Neomorph will attack them; a scout coming to take a closer look at these potential new prey.

See Map 4: Research Center, level 0

### 1. Main Access Airlock

Main entrance to the research complex. Equipment racks, storage boxes. No weapons, but excavation tools, backpacks, two pairs of night vision goggles, a pack of flares (x5), three flashlights.

A door at the back. It leads to a junction and another dimly lit room. Faulty lighting. No sound except for the wind and rain outside (if the PCs have closed the access airlock, the noise is greatly muffled).

### 2. Junction

A junction room with three doors. A technical box near one of the doors.

### Electronics Systems:

It is possible to restore power and lighting in the room; lights also come on at the south and west doors. The north door remains blocked. The opening mechanism is likely damaged.



## NEW HORIZON, scenario pack EX3.0

With an additional success, the PC manages to unlock the latch (a noise indicates that the latch has pivoted) but the door remains closed.

**Effort roll:** (the other PCs can help +10% / help)

Allows sliding the door and accessing Room 4.

### 3. Workshop

This room is a workshop with several workbenches and tools for repairing electronic devices, weapons, or computer equipment. A small stock of spare parts. The place seems to have been spared. In one corner, a rack of drilling equipment and two incinerators.

### 4. Infirmary

The interior seems to have been devastated by an explosion. The walls are marked by traces of an explosion and resulting fire. Debris everywhere, broken and charred mobility. Two recognizable beds and an operating table, of which only the frame remains, cabinets with medicines, bandages, a few medkits. It seems that this room is what remains of the base infirmary.

Six bodies or at least what is left of them: there are civilians judging by their clothes, standard Weyland employee coveralls, and two security agents identifiable by what remains of their uniforms and weapons.

The cause of death appears to be a violent explosion in a confined space, presumably a grenade. At the back of the room, a door that was perhaps closed at the time of the explosion but it's hard to say; it has been partially torn from its hinges.

The explosion destroyed much of the medical equipment, so only a few items are still usable.

#### Spot:

One of the PCs finds a still usable medkit.

#### Spot:

A PC may notice yellowish stains on the outer side of the door, the one leading into the access corridor to the room. There are similar stains all over the corridor. If one of the PCs is a scientist, he will deduce that the yellowish traces are organic in nature, presumably blood but not human.

*A group of panicked survivors found refuge in the room and locked the door. Besieged by neomorphs, panicked, they tried to arm a grenade to repel the neomorphs BUT panic got the better of them. The maneuver went awry, and the grenade accidentally exploded in the room, killing its occupants and hurling the door into the corridor, injuring the neomorphs behind. They fled and spread outside through the open service airlock. The explosion blew part of the glass and the storm shutter.*

### 5. Junction Corridor

The corridor with intermittent lighting; several neon lights are broken. The doors that open into this corridor are all warped and partly open. The floor and walls are stained with yellowish spots, a kind of dried mucus. Debris, body parts, shreds of flesh, streaks of dried blood along the entire length of the corridor. The corridor leads west to Room 8; if the PCs have restored the lighting, this room is lit. From the middle of the corridor, several bodies can be seen.

No movement. The sound of wind and rain can be heard coming from Room 8.



### 6. Control Center

Control center of the scientific facility; overturned consoles and seats, screens and keyboards covered in blood, cables hanging from the ceiling, neon lights partially torn from their mounts; streaks on the floor.

On the south side, a folded sliding door leading to an elevator shaft.

The elevator cables are visible, but the cabin must be below. On the north side of the room, another door, also folded and partly torn from its housing. On the west side, a door that remains closed.

The elevator shaft is on the lower level; if a PC takes a look, he sees only an open hatch on top of the elevator shaft, sporadically illuminated by electrical flashes, with a lot of crackling.

Descending along the elevator shaft is possible using the service ladder, recessed rungs along one of the walls.

An agility roll is sufficient to reach the roof of the elevator shaft without any hindrance. From there, it is possible to access Level -1 of the research base.

In the elevator shaft and on the walls, there are yellow and brownish traces, possibly blood or some kind of dried mucus.



### Listen:

One of the PCs hears a noise coming from behind the west door, the one that is closed.

### Electronics Systems:

The PC can unlock the door, opening the passage to a room (9), which seems to be a living space.

## 7. Service Airlock

The service airlock door remained half-open. It is possible to slip into the complex through the entrance. Here too, traces of blood, large streaks, sometimes with a piece of clothing also stained with blood, as if someone had been dragged outside the complex.

The traces draw a bloody trail that leads to the canteen and then to the junction corridor.

## 8. Canteen

A canteen with a kitchen area, several tables, and a few chairs. Here too, total chaos, traces of blood, overturned chairs and tables, dishes, and even leftovers. Lighting supports and plates from the false ceiling hang, partly torn.

The east side door is wide open, leading to the junction corridor. A door on the south side is locked.

### Listen:

One of the PCs hears a noise coming from behind the south door. The door is locked.

### Electronics Systems:

The PC can unlock the door, opening the passage to Room #9, which seems to be a living space.

## 9. Living Room

This is presumably a living room with armchairs, a television, and game consoles... but when the door slides, the PCs find themselves facing a barricade of furniture that has been pushed in front of the north and east doors of the room.

At the same time, the south door leading to Room #10 closes. The sound of the door's lock is heard. It is possible to force the door with an Effort roll.

### Spot:

A PC may briefly catch a glimpse of a human figure holding something in its hand, perhaps a weapon.

## 10. Dormitory

As the PCs enter the dormitory (there are several beds aligned), a shot narrowly misses them, followed by a second even less precise shot and a voice screaming, "Son of a bitch, go back to hell!" followed by a cry mixed with sobs.

It's the voice of a woman, apparently very scared. The sobs continue without the attacker being visible, the dormitory being plunged into total darkness.

The survivor is terrified. She has not really identified the PCs as Weyland personnel and thinks they are ERC soldiers or worse, xenomorph creatures that decimated the center's staff. The young woman is on the brink of madness. She may try to escape or lock herself in another room.

If she has the chance to grab a weapon, she will threaten the PCs and then shoot herself in the head, unless a PC manages to neutralize her before.

### The Survivor

The young woman is in a state of shock, exhausted, dehydrated, and very weakened. Her badge indicates that her name is EMMA ROBERTS, a scientist working for Weyland, badge number B47582XC.

### Insight or Psychotherapy:

The PCs may be able to ask her a few questions. 1 in 6 chances that she has an anxiety attack and falls silent.

Her speech is disjointed and difficult to follow. But between two bouts of tears, screams, or moments of terrifying silence, here's what the PCs can learn:

- Following the discovery of non-human ruins, an archaeological site, researchers got their hands on strange artifacts.
- These are oblong jars oozing a strange black liquid of unknown nature.
- Several of these jars were brought from the site to be examined in the laboratories on level -1.
- She and her colleagues were very excited about the discoveries they were going to make on these jars and their contents.
- Things started to get weird when several members of the team at the archaeological site began to show symptoms: fever, restlessness, debilitating pain followed by seizures, sudden lethargy. Several of them were admitted to the hospital in the LV-836/Paradise colony.
- Scientists at the center began to show the same symptoms.
- Shortly thereafter, a horrifying event occurred: after a period of lethargy, the sick woke up in excruciating pain, then their bodies literally exploded, releasing horrifying creatures, with bulbous heads, pointed canines, initially clumsy like newborns, then very fast, moving on all fours, very aggressive, killing everything in their path.
- It was impossible to contain them on level -1 where they killed everyone. A small group barricaded themselves in the infirmary as long as they managed to lock themselves in the living room and dormitory.
- It's been about ten days since she's been hiding, making no noise because the creatures still roam the complex.

See Map 5: Research Center, level -1

### 11. Junction Corridor

Junction corridor in the basement.

- To the north, a locked door. A code keypad allows access.
- To the west, a battered door leads to a hallway and then a laboratory.
- To the east, a long corridor with flickering neon lights. On either side, doors, two on each side at regular intervals. At the end, a closed door.

From the junction room, it's apparent that the first door on the left is askew, and the right one is closed. Further along, intermittent lighting only reveals the closed door at the end. The other doors are not visible.

On the floor, yellow and brown traces (blood, dried mucus) leading to or coming from the west and east corridors, and in the elevator shaft, like traces of someone or something passing through.

#### Listen:

A PC can hear the sound of breaking glass, as if someone were walking on shards of glass on the floor, and the crackling of metal coming from the corridor to the east, or from one of the rooms overlooking the corridor.



### 12. Storage Area

The northern corridor, from the junction corridor, is closed by a door that can be opened using a control panel.

An L-shaped corridor leads to an airlock – two closed doors as well – leading to the secure storage space of the research complex. Here, no signs of struggle or vandalism. No one has been here recently. In the airlock, several biological protection suits (4).

The storage room contains about twenty oblong jars, approximately sixty centimeters tall and 20 wide, wider in the center than at the ends. The upper part of the jars appears damp, as if a blackish oil were oozing from their surface.

#### Spot (from a scientist):

The jars are part of the biological material discovered by Weyland researchers at a pre-human site on LV-836.

The analyses were still ongoing when the information reached Earth, making it difficult to say more.

If the survivor is with the PCs, she will confirm the statements of the scientist PC and add that the jars contain a black liquid that, after initial analysis, turned out to be an extremely dangerous pathogenic agent.

To handle the jars, it is necessary to wear a suitable suit and transport the jars in sealed containers; there are several in the storage space. The procedure is as follows:

- Put on a suit.
- Enter the storage space.
- Place a jar in the sealed container.
- Return to the airlock with the container.
- Initiate decontamination (thus cleaning the sealed container and the suit).
- Exit the airlock with the sealed container. The company agent might insist on taking at least 3 samples for Weyland and destroying what cannot be taken. "No way this thing falls into ERC hands."

#### Effort Roll:

If the PCs do not follow safety instructions, one will indicate whether there is a risk of contamination or not. In case of failure, there is a fifty-fifty chance that the PC is contaminated.

### 13. Dissection Laboratory

The doors leading to the laboratory have been forced. In the corridor, there are still traces of mucus and blood. The dissection laboratory is a real slaughterhouse: several corpses, researchers (they wear Weyland-stamped lab coats), and two human bodies placed on examination tables.

#### Medicine or First Aid:

The bodies seem to have literally exploded, with heads and limbs hanging pitifully from the edges of the examination table, the trunk seemingly opened from the inside, organs pushed in all directions, ribcage bones broken and raised upward.

There is blood everywhere, already coagulated in a large brown puddle. The bodies of the researchers have multiple injuries. By the position of some, it is evident that they tried to flee.

At the back of the laboratory, a storage space whose door has also been forced; in that space, two more exploded bodies still in body bags.

SAN: 0/1D4

### 14-15. Ransacked Laboratories

The two rooms are laboratories; several shelves have been overturned, and medical and analysis equipment destroyed. There is glass on the floor. Several bodies and blood as well, along with traces of the yellow mucus already noticed everywhere by the PCs. Several bodies as well: massacred scientists.

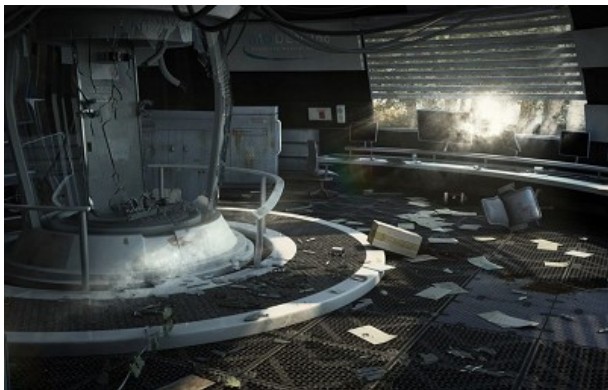
### Occupants:

1x Adult Neomorph.

### Alertness:

Allows reacting before the Neomorph; if unsuccessful or if the PCs are inattentive, the Neomorph will have time to launch an attack before the PCs react. The aggression must be violent, and in a confined space, it is difficult to flee or take cover.

- If the creature gets stuck, it will do everything to escape towards room 11 and the elevator shaft.
- If the PCs get away too easily, a second Neomorph appears in the corridor from one of the ransacked laboratories.
- If the PCs manage to neutralize the Neomorph, the group's scientist can examine it. The Weyland agent might suggest taking the corpse for further study.



### 16-17. Closed Laboratories

Laboratories 16 and 17 remain closed. In front of the door of laboratory 16 lies the body of a scientist, multiple gaping wounds in the back. The door is splattered with blood. It can be deduced that the unfortunate individual attempted to open the door to seek refuge in the room but was attacked and succumbed before succeeding.

In laboratory 16, the PCs come face-to-face with an employee of the center. When the PCs enter the room, the individual attempts to attack them with an improvised weapon – a shelf bracket from the laboratory.

The individual's name is David; he works at the center as a scientist. He does not appear injured and is relatively calm, possibly in a state of shock.

He recounts that following the dramatic events in the center and the attack of highly aggressive xenomorphic creatures, he had no choice but to hide in this laboratory and lock the door. According to him, it was the most logical and efficient choice. It's up to the PCs to judge if David's conduct aligns with moral standards, considering he seemingly did not attempt to aid other members of the center.

David can assist the PCs. In the neighboring laboratory (17), there is a map of the region and information about the archaeological site discovered by Weyland.

The jars stored in room 12 are just a sample of what is found there. David is willing to serve as a guide for the PCs.

David can be very useful to the PCs; the Neomorphs will not attack him a priori since he is not biological. His superhuman strength can assist the PCs in certain circumstances.

His behavior during the events in the base may raise questions. Normally, he should have provided assistance to the human members of the research center. Perhaps a malfunction or cognitive overload in the face of a situation not foreseen by his programming. It's up to the PCs to decide how to approach him. If attacked by the PCs, David will only make defensive gestures, no retaliation.

David is conditioned to ensure the protection and survival of humans at all costs, BUT the current situation far exceeds this conditioning. Fear, a new emotion for him, seems to have taken over when the Neomorphs spread through the base. In this state, David is in shock, not knowing exactly what to do. He will follow the orders of the PCs but may react randomly in stressful situations.

It's interesting to note that David continued to conduct research while locked in the laboratory. Based on the initial samples of black liquid and the birth of Neomorphs, he was able to deduce a preliminary life cycle of the Neomorphs. If questioned on the subject, he will be quite proud to share his scientific knowledge.

### 18. The Incinerator

The incinerator room remains closed. The space is divided into two parts: an airlock and a large incineration chamber. The incinerator door is controlled by a control panel. The activities in the incinerator can be observed through a porthole in the door.

If the PCs decide to dispose of human and alien bodies, this is probably the best solution. Even the jars stored in room 12 should be destroyed, or at least their contents cooked, by the thousands of degrees generated by the plasma flames of the incinerator.

If a human being is locked in there, they will die well before the furnace reaches its maximum temperature.

#### Idea Roll or Heavy Machine:

While the incinerator can produce very intense heat, it is not advisable to let it run at full capacity for more than 20 minutes. The heat emitted by the plasma torches is such that beyond this time frame, the components of the furnace risk being damaged.

There is also a safety system that shuts off the furnace after 20 minutes. It is possible to bypass it, but this means that in the event of overheating, the furnace becomes a bomb capable of destroying the entire center.

### KEEPERS INFORMATION 9

#### The Pandora's Box

About 50 kilometers from the research center, in the heart of a vast semi-mountainous landscape (mountains with rounded summits, very ancient), stands a kind of eroded dome. This construction has been dated by Weyland scientists to several million years.

David, if the PCs haven't neutralized him, will guide them to the site.

The PCs can reach it with a land vehicle (a track leads to the site after a two-hour drive) or with their spaceship.

See Map 6: Engineer Temple



#### The Base

500 meters from the dome, there's a set of three containers: a makeshift base for Weyland xenoarchaeologists. Two of the three containers serve as dormitories and a canteen/living area. The third is a laboratory.

In the laboratory, a disemboweled body, one of the expedition members. His body seems to have exploded, with limbs and head thrown backward, internal organs scattered in the room, and the ribs broken.

SAN: 0/1D4

The laboratory is completely devastated, and the door has been smashed; on the inner wall, there are traces of yellowish mucus and claws.

The dormitory and living spaces in the other two containers are empty but in order. No trace of the other members of the expedition.

Near the camp, two quad-style vehicles. Next to the two quads, tire tracks outline a path from the camp to the dome.

#### The Dome

The dome is clearly of non-human origin; if the PCs go to the dome, they will find a quad parked by an open arch.

Further into the dome, after taking a long circular corridor of non-human design, the PCs will discover a vast room at the center of the dome; in this room, hundreds of jars are lined up.

This is where the researchers discovered the jars that the PCs found in the storage room of the research center.

There is some light falling from the ceiling through small openings, bathing the room and its strange contents in a pale glow.

In one corner of the room, the PCs discover two bodies; unlike their colleague in the laboratory, these have not been disemboweled. Their injuries are fatal but nothing compared to the pitiful state of their colleague. These are more like bite and claw marks.

As the PCs examine the jars and the two bodies, a hissing sound is heard. Springing from a dark corner, a Neomorph attacks the group.

The Neomorph "was born" from the unfortunate researcher discovered by the PCs. While these two colleagues were examining the dome and taking readings, it gave birth to the monster; it managed to escape from the laboratory and headed toward the dome, sensing two potential prey. Since then, it has been hiding in the dome.

#### Occupants:

1x Juvenile Neomorph

### KEEPERS INFORMATION 10

#### The cavalry

While the PCs are in the dome, an ERC ship lands near the site. Apparently, the arrival of the PCs did not go unnoticed.

The newcomers are part of Delta squadron, a detachment from the ERC, on a mission to LV-836 following the offensive launched three months ago against the forces of the UEAF. Their ship, the NOVEMBER, is a troop transport that is part of the ERC fleet, sent on-site for the needs of the invasion. Orders are to secure the colony's facilities and neutralize any enemy soldiers still on the planet.

The squadron leader is Lieutenant Mikhail Zubov. Under his command are soldiers Sergei Rokossovsky, Piotr Voropaev, Natalya Alexandrov, Xiao Meng and Hanna Reimer.

From the ERC's perspective, the research center and everything it contains have become ERC property. Even if the PCs don't wear the uniform of the UEAF, they have no business being there.

The PCs can still try to negotiate with the opposing soldiers, but the chances of reaching a compromise are slim. In the eyes of the ERC soldiers, Federation mercenaries are immoral scoundrels. Mercenaries that, let's remember, works for Weyland, and is potentially, at best, a competitor, and at worst, an enemy.



## NEW HORIZON, scenario pack EX3.0

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ERC soldiers order them to drop their weapons and surrender immediately. The PCs can either retaliate or try to negotiate. Several possibilities:

- The ERC soldiers try to seize the Oberon.
- The ERC soldiers join forces with the Weyland team (unlikely but possible).
- Delta Squadron contacts the November still in orbit and reports the situation.



## KEEPERS INFORMATION II

### Loose Ends

The black liquid contained in the jars is a dangerous pathogenic agent that, if brought back to Earth (or any planet or station with human presence), could give rise to Neomorphs. Common sense would dictate that this monstrosity should be destroyed immediately. Orbital bombardment with atomic charges could eradicate the threat. The question remains about the existing Neomorphs in the wild.

According to their life cycle, a Neomorph corpse is likely to spawn fungi that, in turn, will infect victims (similar to the black liquid but through airborne transmission and thus even more virulent). Once again, a global destruction of LV-836 facilities and a ban on landing on the planet would be the right thing to do. However, Weyland will not let its precious discovery go to waste.

It's up to the PCs to carefully weigh the pros and cons and make a decision. There is no good or bad ending for this scenario.

If the PCs decide to destroy the dome, its contents, and the Neomorphs, they will need the help of the ERC, which has the firepower to engulf the area in nuclear fire

(which also means killing hundreds of colonists still on-site).

If the PCs decide to bring back samples – after all, it was their initial mission – they will either have to get rid of the ERC soldiers or include them in their plan, perhaps through corruption.

In any case, the GM should provide a dramatic epilogue with an open ending. For example, a Neomorph that escaped nuclear destruction and flees into the plains of LV-836, or one of the PCs contaminated as the crew enters the hypersleep pods for the return journey.

Everything will depend on how the PCs managed the terrible discovery of LV-836 and whether they opened the PANDORA'S BOX or not.

THE END.

## ACKNOWLEDGEMENTS

This scenario was strongly influenced by the film *Aliens*. The Paradise colony was obviously inspired by the Hadley's Hope mining colony on LV-426. Not forgetting, of course, *Alien: Covenant*, the second film in the *Alien* prequel series, in which the Neomorphs appear.

A special mention for the TV series *space 1999*, which I used for the plans of the temple's scientific base.

Finally, a big thank you to all the New Horizon contributors, who carry on the spirit of the defunct Cthulhu Rising site.



## APPENDIX A: DRAMATIS PERSONAE

Statistical profiles are gathered here to enable the Keeper to copy or print out these pages separately from the campaign to provide a handy reference when running this chapter.

### EMMA ROBERTS

#### Xeno-biologist, aged 33

Dr Roberts is a Xeno-biologist scientist working for Weylan-Yutani for 3 years. Since the recent dramatic events, she has undergone deep psychological trauma and sometimes speaks incoherently.

STR: 09      Move: 3  
CON: 12      HP: 22  
SIZ: 10      Dex SR: 3  
INT: 16      DB: +0  
POW: 12      SAN: 62  
DEX: 13  
APP: 12  
BRA: 09



ATTACKS:	ROF	A%	PV	DAM
VP78 Pistol	3	20	+0	1d8+1

#### Armour:

None

#### Skills:

Biology 55, Biochemistry 30, Chemistry 25, Xeno-Biology-Ecology 55, Computer Operation 35, Data Analysis 55.

### DAVID

#### W-Y android assigned to duty with the PCs

David resembles a Caucasian man of about 35 years of age. David is programmed to be calm, sympathetic and affable, but ultimately quite boring.

STR: 16      Move: 4  
CON: 14      HP: 26  
SIZ: 12      Dex SR: 1  
INT: 16      DB: +1D4  
EDU: 18      STA: 90  
DEX: 20  
APP: 14  
BRA: 14



ATTACKS:	ROF	A%	PV	DAM
Grapple	1	60	+0	special

#### Armour:

None.

#### Augmentations:

Datajack, Eye Recording Unit, Muscle Replacement, Reaction Enhancers.

#### Skills:

Dodge 50; Data Analysis 75; Speak Languages 75; Astrogation 50; Computer Programming 75; Computer

Security 50; Electronics (Robotics) 75; Electronics Systems 50; Electronics Comms 50; First Aid 50; EVA 25; Read/Write 60.

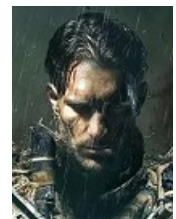
### LIEUTENANT MIKHAIL ZUBOV

#### Delta Squadron Leader, aged 42

Lieutenant Mikhail Zubov is an experienced officer who has undergone multiple deployments on various Border worlds. He maintains a calm demeanor and displays composure even in the direst situations.

Zubov is known for his strategic thinking and leadership skills. He has faced various challenges in the unpredictable environments of the Rimworlds.

STR: 14      Move: 3  
CON: 12      HP: 25  
SIZ: 13      Dex SR: 3  
INT: 14      DB: +1D4  
POW: 14      SAN: 51  
DEX: 15  
APP: 11  
BRA: 16



ATTACKS:	ROF	A%	PV	DAM
Unarmed Cmbt	1	50	+0	2d3+db
SMG (silenced)	3/5/10	65	+0	2d6+4
StA-18 Pistol	3	55	+0	2d6

#### Armour:

Combat armour (8AP)

#### Augmentations:

Eye Light System (Cyber), Neural Security System (Cyber), Gyroscopic Stabilizers (Cyber).

#### Skills:

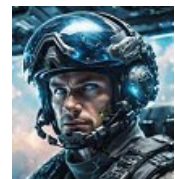
Alertness 55, Leadership 60, Spot 45, Survival 50.

### PFC SERGEI ROKOSSOVSKY

#### Delta Squadron Radio Liaison, aged 40

Sergei Rokossovsky, a seasoned soldier, has been the steadfast companion of the lieutenant. Having undergone training together, they share a bond forged in the crucible of numerous deployments across different worlds on the Border. Rokossovsky, with a weathered demeanor, excels in radio communication, serving as the vital link with the operational headquarters. His experience and loyalty make him a reliable asset to the squad.

STR: 13      Move: 3  
CON: 14      HP: 26  
SIZ: 12      Dex SR: 3  
INT: 11      DB: +1D4  
POW: 12      SAN: 50  
DEX: 14  
APP: 10  
BRA: 14



## NEW HORIZON, scenario pack EX3.0

ATTACKS:	ROF	A%	PV	DAM
Unarmed Cmbt	1	40	+0	2d3+db
StA-52 Rifle	3/5/10	60	+4	2d8+1

### Armour:

Combat armour (8AP)

### Augmentations:

Smartlink (Cyber).

### Skills:

Alertness 60, Spot 55, Survival 40, Electronics Comms 55, Electronics ECM 30, Electronics Systems 40.

## PRIVATE PIOTR VOROPAEV

### Delta Squadron Sniper, aged 21

Piotr Voropaev, the youngest member of the squadron, has recently joined the ranks, with LV-836 marking his inaugural deployment. Despite his youth, Piotr demonstrates a natural prowess in both ranged and close combat. The unpredictable environment of LV-836 becomes the testing ground for Piotr's abilities as he navigates the challenges of his first major offensive.

STR:	12	Move:	3
CON:	16	HP:	29
SIZ:	13	Dex SR:	3
INT:	11	DB:	+1D4
POW:	14	SAN:	64
DEX:	15		
APP:	13		
BRA:	14		



ATTACKS:	ROF	A%	PV	DAM
Unarmed Cmbt	1	30	+0	2d3+db
StA-14 Rifle	3/5	65	+6	2d10+1d6+4
StA-18 Pistol	3	45	+0	2d6

### Armour:

Combat armour (8AP)

### Augmentations:

Earware (Cyber), Enhanced Aiming Cybernetic (Cyber).

### Skills:

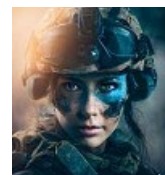
Alertness 50, Spot 40, Survival 30, First Aid 40.

## PRIVATE NATALYA ALEXANDROV

### Delta Squadron Soldier, aged 31

Natalya Alexandrov, a seasoned soldier, brings a wealth of experience from multiple fronts. LV-836, however, signifies her first major offensive, alongside her comrade Xiao Meng. Known for her agility and combat skills, Natalya remains a pillar of strength within the squad. As they face the unknown perils of LV-836, Natalya's adaptability and leadership skills will prove crucial.

STR:	11	Move:	3
CON:	14	HP:	25
SIZ:	11	Dex SR:	3
INT:	13	DB:	+0
POW:	15	SAN:	70
DEX:	14		
APP:	13		
BRA:	17		



ATTACKS:	ROF	A%	PV	DAM
Unarmed Cmbt	1	45	+0	2d3+db
StA-52 Rifle	3/5/10	65	+4	2d8+1

### Armour:

Combat armour (8AP)

### Augmentations:

Gyroscopic Stabilizers (Cyber).

### Skills:

Alertness 60, Spot 55, Survival 30, First Aid 40, Tactic 30.

## PRIVATE XIAO MENG

### Delta Squadron Soldier, aged 30

Xiao Meng, an experienced soldier, joins Natalya Alexandrov in the squad, both facing their first significant offensive on LV-836. With a formidable strength and a focus on close combat, Xiao Meng's battlefield expertise is set to be tested in the alien landscapes of LV-836. The squad relies on his combat prowess and keen observational skills as they uncover the mysteries of this uncharted world.

STR:	15	Move:	3
CON:	14	HP:	27
SIZ:	13	Dex SR:	3
INT:	12	DB:	+1D4
POW:	14	SAN:	60
DEX:	14		
APP:	11		
BRA:	14		



ATTACKS:	ROF	A%	PV	DAM
Unarmed Cmbt	1	50	+0	2d3+db
StA-52 Rifle	3/5/10	55	+4	2d8+1

### Armour:

Combat armour (8AP)

### Augmentations:

Skillsoft – Tactic/2 (Cyber).

## NEW HORIZON, scenario pack EX3.0

### Skills:

Alertness 50, Spot 60, Survival 35, First Aid 30, Tactic 30.

## PRIVATE HANNA REIMER

### Delta Squadron Medic, aged 35

Hanna Reimer, a former medic turned soldier, epitomizes calm under pressure. Her journey from the medical field to the frontlines brings a unique perspective to the squad. With a dedication to healing and a steadfast resolve, Hanna's presence is a source of assurance for the team. As LV-836 presents unforeseen challenges, her medical expertise becomes a critical asset to ensure the squad's well-being in the face of danger.

STR: 11      Move: 3  
CON: 12      HP: 22  
SIZ: 10      Dex SR: 3  
INT: 16      DB: +0  
POW: 13      SAN: 60  
DEX: 14  
APP: 14  
BRA: 13



ATTACKS:	ROF	A%	PV	DAM
Unarmed Cmbt	1	30	+0	2d3+db
StA-52 Rifle	3/5/10	35	+4	2d8+1

### Armour:

Combat armour (8AP)

### Augmentations:

Neural Security System 5cyber), Skillsoft – Medicine/3 (Cyber).

### Skills:

Alertness 30, Spot 30, Survival 15, First Aid 60, Medicine 55, Computer Operation 40, Biology 50.

## STANDARD UEF MARINE

### Combat-ready Infantry soldiers

These statistics are for UEF soldiers dressed for surface combat.

STR: 14      Move: 3  
CON: 14      HP: 28  
SIZ: 14      Dex SR: 2  
INT: 13      DB: +1D4  
POW: 12      SAN: 50  
DEX: 16  
APP: 10  
BRA: 14

ATTACKS:	ROF	A/P%	PV	DAM
M29 TAR	3/5/10	50	+2	2d8+2
Dagger	1	50/30	+0	1d4+2+db

### Armour:

Military issue Combat Armour (8AP).

## STANDARD ERC SOLDIER

### Combat-ready Infantry soldiers

These statistics are for ERC soldiers dressed for surface combat.

STR: 14      Move: 3  
CON: 14      HP: 28  
SIZ: 14      Dex SR: 2  
INT: 13      DB: +1D4  
POW: 12      SAN: 50  
DEX: 16  
APP: 10  
BRA: 14

ATTACKS:	ROF	A/P%	PV	DAM
StA-52 Rifle	3/5/10	50	+4	2d8+1
Dagger	1	40/30	+0	1d4+2+db

### Armour:

Military issue Combat Armour (8AP).

## NEOMORPH, JUVENILE

### Aggressive hunter

After 6 hours, the juvenile Neomorph becomes an adult Neomorph.

STR: 12      Move: 10  
CON: 13      HP: 30  
SIZ: 17      Dex SR: 3  
INT: 04      DB: +1D4  
POW: 06      HF: 0/1D3  
DEX: 15  
BRA: 12



ATTACKS:	ROF	A%	DAM
Bite	1	45	1D6+db (bleeding)
Claw	2	40	1D6+db (bleeding)
Tail	1	30	1D6+db
Grapple	1	40	special

### Armour:

2AP (1AP against fire damage)

### Skills:

Alertness 60, Spot 70.

## NEOMORPH, ADULT

### The Thing that should not be

An adult Neomorph typically dies of natural causes within 24 hours.

STR: 15      Move: 10  
CON: 15      HP: 33  
SIZ: 18      Dex SR: 3  
INT: 06      DB: +1D4  
POW: 06      HF: 0/1D6  
DEX: 15  
BRA: 14



## NEW HORIZON, scenario pack EX3.0

ATTACKS:	ROF	A%	DAM
Bite	1	55	1D6+db (bleeding)
Claw	2	50	1D6+db (bleeding)
Tail	1	40	1D6+db
Grapple	1	50	special

### Armour:

3AP (2AP against fire damage)

### Skills:

Alertness 60, Spot 70.

## APPENDIX B: SAMPLE PREGENS

### RYAN MILLER

#### Company Rep, aged 32

Ryan Miller, an ambitious Company Agent, is on a mission to retrieve biological samples and scientific equipment from LV-836 at any cost. With attributes emphasizing intellect and charisma, Miller excels in communication, manipulation, and observation. His hopes for a promotion within the Company hinge on the mission's success, driving him to navigate the challenges of LV-836 with determination and shrewdness.

STR:	10	Move:	3
CON:	11	HP:	24
SIZ:	13	Dex SR:	2
INT:	14	DB:	+0
POW:	16	SAN:	80
DEX:	12		
APP:	15		
BRA:	13		

ATTACKS:	ROF	A%	PV	DAM
Punch	1	35	+0	1d3+db
VP78 Pistol	3	40	+0	1d8+1

### Armour:

Personal Body Armor (4AP)

### Augmentations:

Cat's Eyes (Bio), Pathogenic Defense (Bio).

### Skills:

Bribery 55, Seduction 65, Spot 60, Administration 30, Law 40, Computer Operation 50, Data analysis 55, Insight 60.

### K. MADDUX

#### Mercenary, Ex-Colonial Marine, aged 30

Known for his taciturn nature, K. Maddux is a formidable mercenary and ex-Colonial Marine. With a robust physique and combat expertise, Maddux is tasked with ensuring the mission's security. His skills in ranged and close combat, coupled with medical proficiency, make him a vital asset. His silence hides a wealth of experience gained from facing diverse challenges.

STR:	17	Move:	3
CON:	14	HP:	29
SIZ:	15	Dex SR:	3
INT:	12	DB:	+1D4
POW:	12	SAN:	55
DEX:	13		
APP:	11		
BRA:	14		

ATTACKS:	ROF	A%	PV	DAM
Unarmed Cmbt	1	60	+0	2d3+db
Knife	1	40	+0	1d4+2+db
M41 SMG	3/5/10	60	+0	2d6+4
M11P	3	50	+0	1d10+2

### Armour:

Combat Body Armor (8AP)

### Augmentations:

Cyber Safety (Cyber), Earware (Cyber).

### Skills:

Alertness 65, Armoury 30, Dodge 55, First Aid 50, Hide 60, Stealth 55, Survival 40, Tactics 50, Low/Zero Gravity Operations 45, Rifle 55.

### S. PETROV

#### Mercenary, Ex-Colonial Marine, aged 35

S. Petrov, a talkative mercenary and former Colonial Marine, joins Maddux in providing security for the mission. Petrov's attributes and skills, including combat proficiency and leadership, contribute to the squad's resilience. Their collective experience ensures they are well-prepared for the dangers that LV-836 may hold.

STR:	14	Move:	3
CON:	16	HP:	29
SIZ:	13	Dex SR:	3
INT:	12	DB:	+1D4
POW:	11	SAN:	47
DEX:	15		
APP:	11		
BRA:	14		

ATTACKS:	ROF	A%	PV	DAM
Unarmed Cmbt	1	50	+0	2d3+db
Knife	1	40	+0	1d4+2+db
NSG 23 rifle	3/5/10	55	+0	2d8+2
M11P	3	50	+0	1d10+2

## NEW HORIZON, scenario pack EX3.0

### Armour:

Combat Body Armor (8AP)

### Augmentations:

Macroscopic Vision (Cyber).

### Skills:

Alertness 60, Armoury 35, Command 40, Dodge 50, First Aid 40, Hide 50, Listen 60, Survival 45, Tactics, Low/Zero Gravity Operations 40.

## DOCTEUR LI MISHIMA

### Scientist, aged 25

Dr. Li Mishima, a reserved and brilliant scientist, has worked for Weyland for several years. Initially excluded from the LV-836 mission, Mishima's expertise in Comtech, medical skills, and keen observation make her an invaluable addition. She is aware of Weyland's groundbreaking discoveries on LV-836, particularly non-human civilization remnants and live biological samples.

STR: 09      Move: 3  
CON: 13      HP: 25  
SIZ: 12      Dex SR: 3  
INT: 17      DB: +0  
POW: 14      SAN: 70  
DEX: 15  
APP: 14  
BRA: 13

ATTACKS:	ROF	A%	PV	DAM
Punch	1	20	+0	1d3+db

### Armour:

Personal Body Armor (6AP)

### Skills:

Alertness 55, Medicine 55, Biology 40, Xeno-Biology 40, Spot 70, Data Analysis 50, First Aid 60, Survival 45.

## KATHLEEN WESS

### Pilot, aged 38

Known as "Kath," Kathleen Wess is the fearless pilot and owner of the Oberon. Indifferent to corporate and political matters, Wess focuses on her job—transportation. With exceptional agility and piloting skills, she maneuvers the Oberon through the conflicts on LV-836, her daring nature making her a reliable pilot for the mission.

STR: 11      Move: 3  
CON: 13      HP: 24  
SIZ: 11      Dex SR: 3  
INT: 16      DB: +0  
POW: 13      SAN: 80  
DEX: 15  
APP: 12  
BRA: 17

ATTACKS:	ROF	A%	PV	DAM
Punch	1	35	+0	1d3+db
VP78 Pistol	3/A3	45	+0	1d8+1

### Armour:

Personal Body Armor (4AP)

### Augmentations:

Attention Coprocessor (Cyber).

### Skills:

Astronomy 60, Computer (Operation) 50, Data Analysis 50, Electronics (Communications, Systems) 45, EVA 40, Pilot (Spacecraft) 75, Low/Zero Gravity Operations 60.

## BRADLEY APONE

### Technician, aged 40

Bradley Apone, or "Ap," is a grumbling prole, a crew member and laborer on the Oberon. Focused on getting paid, Apone's robust physique and skills in heavy machinery, close combat, and endurance contribute to the crew's capabilities. While he may grumble, Apone is an essential part of the Oberon's crew, awaiting his due compensation.

STR: 14      Move: 3  
CON: 16      HP: 24  
SIZ: 15      Dex SR: 3  
INT: 14      DB: +0  
POW: 09      SAN: 45  
DEX: 13  
APP: 10  
BRA: 11

ATTACKS:	ROF	A%	PV	DAM
Punch	1	35	+0	1d3+db
Knife	1	40	+0	1d4+2+db
VP78 Pistol	3/A3	45	+0	1d8+1

### Armour:

Personal Body Armor (4AP)

### Skills:

Computer (Operation) 55, Data Analysis 50, Electronics (Systems) 60, Hyper – Dimensional Physics 50, Physics 60, Stardrive Engineering 65, EVA 30, Low/Zero Gravity Operations 30.



## **APPENDIX C: HANDOUTS**

### **INVESTIGATORS HANDOUT 1**

#### **THE MISSION**

We've been informed that the planet LV-836 and all its infrastructure have fallen into the hands of the ERC. The latest report we received from our men on the ground indicates that the ERC has a significant armed force. From what we know, the fighting on LV-836 is still ongoing; our projections indicate that the UEAF troops on-site will not be able to repel the ERC forces. Planet LV-836 is lost to us.

In addition to our mining facilities, we have a research complex on the planet; we want to recover scientific equipment and biological samples currently on-site as quickly as possible. According to our sources, the research center has been spared, probably due to its geographical position away from major industrial and processing centers.

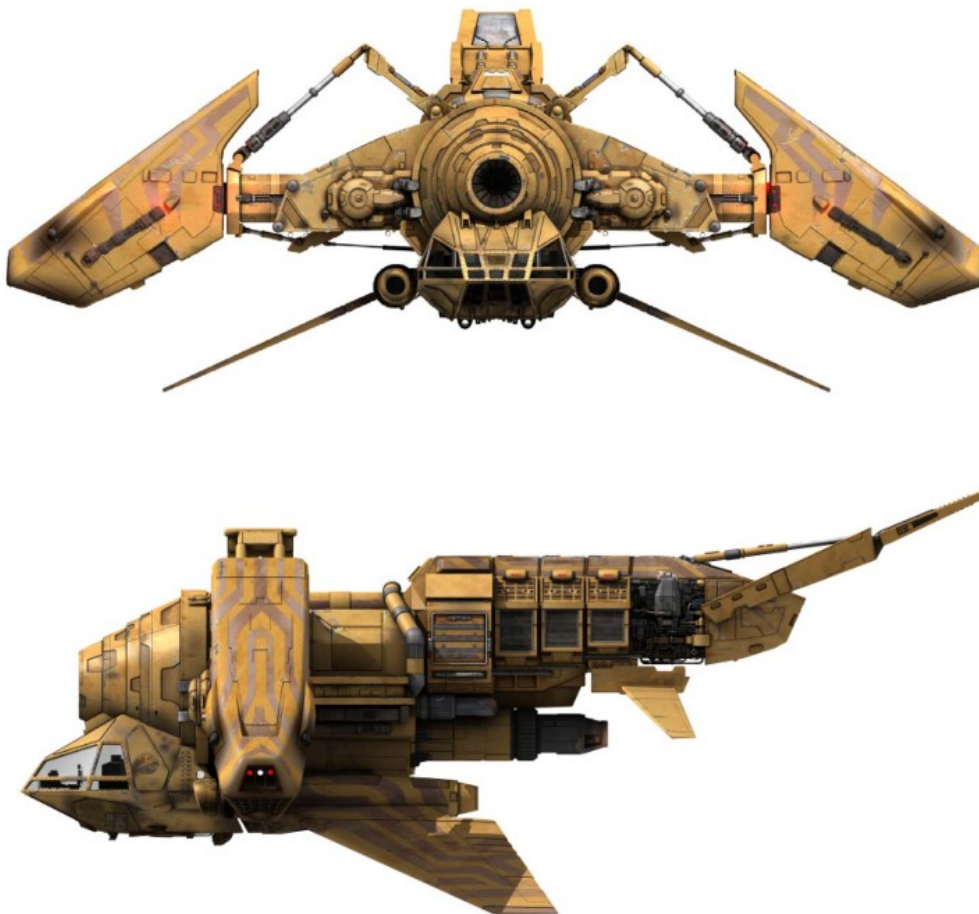
Your mission will be to go to LV-836 and retrieve the aforementioned equipment and samples. This objective takes precedence over everything else, including the safety of other mission members. It is not acceptable for the results of our research to fall into the hands of the ERC.

To assist you in your mission, you will be accompanied by Dr. Li Mishima and two Weyland security agents. We have chartered the Oberon, an independent ship. Captain Kathleen Wess and her crew do not need to know the details of the mission.

A small detail that may be important: your journey to LV-836 will take 3 months; the situation on-site may have changed in the meantime. You are accredited by Weyland to take any measures you deem appropriate to carry out this mission...

### **INVESTIGATORS HANDOUT 2**

#### **THE OBERON**





## INVESTIGATORS HANDOUT 4

### LV-836

LV-836 is a moon of a gas giant, about the size of Saturn, occupying the HIP3020 System in the Zeta Reticuli Sector of the Outer Rim Territories, approximately 22.7 light-years from Earth.

The atmosphere was composed of 71% nitrogen, 24% oxygen and 3.7% carbon dioxide, with traces of argon and other gases. The air on LV-836 was nearly identical to Earth's atmosphere, but contained a much higher concentration of carbon dioxide (CO<sub>2</sub>) making it toxic for humans to breathe outside (Earth levels of CO<sub>2</sub> averaged about 0.04% for comparison).

Atmosphere Processors were deployed to alter the composition of the planet's atmosphere. This may involve removing toxic gases, introducing oxygen, and adjusting other factors to create a more Earth-like environment.

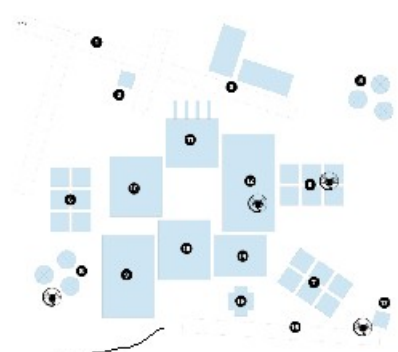
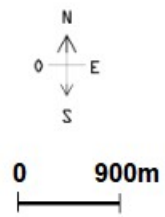


#### STATISTICS

<b>Distance from Sol:</b>	22.7 AU
<b>Equatorial Radius:</b>	6200km
<b>Mass:</b>	0.92 Earths
<b>Mean Density:</b>	1.01
<b>Gravity:</b>	0.98g
<b>Orbit Radius:</b>	548,715 km
<b>Rotational Period:</b>	20 hours
<b>Orbital Period:</b>	5.154 days EST
<b>Atmospheric Composition:</b>	75% nitrogen 24% oxygen 0.8% carbon dioxide Traces of argon and other gases
<b>Temperature:</b>	5 to 15°C during the day -2 to 0°C at night
<b>Climate:</b>	Precipitation (rain) 80% High winds Frequent storms
<b>Satellites:</b>	0
<b>Total Population:</b>	13,500
<b>Main Colony:</b>	Paradise (pop. 4,000)

The largest of LV-836 colonies, Paradise has a population of approximately 4,000. LV-836 owns ten mining operations, six of which have been granted to Proxima Incorporated.

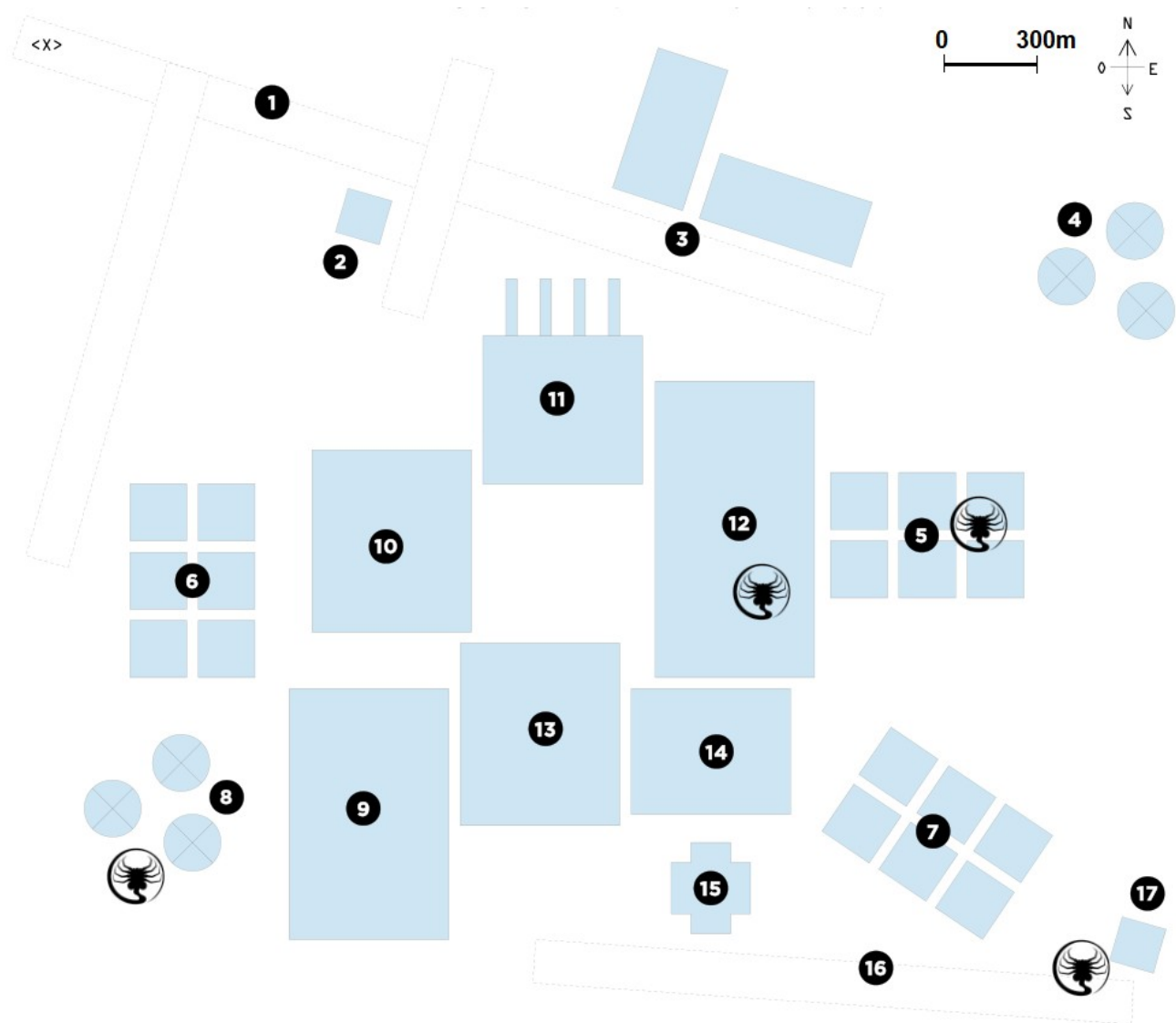
## MAP 1: LV-836 PARADISE COLONY AREA



LV-836/Paradise  
colony

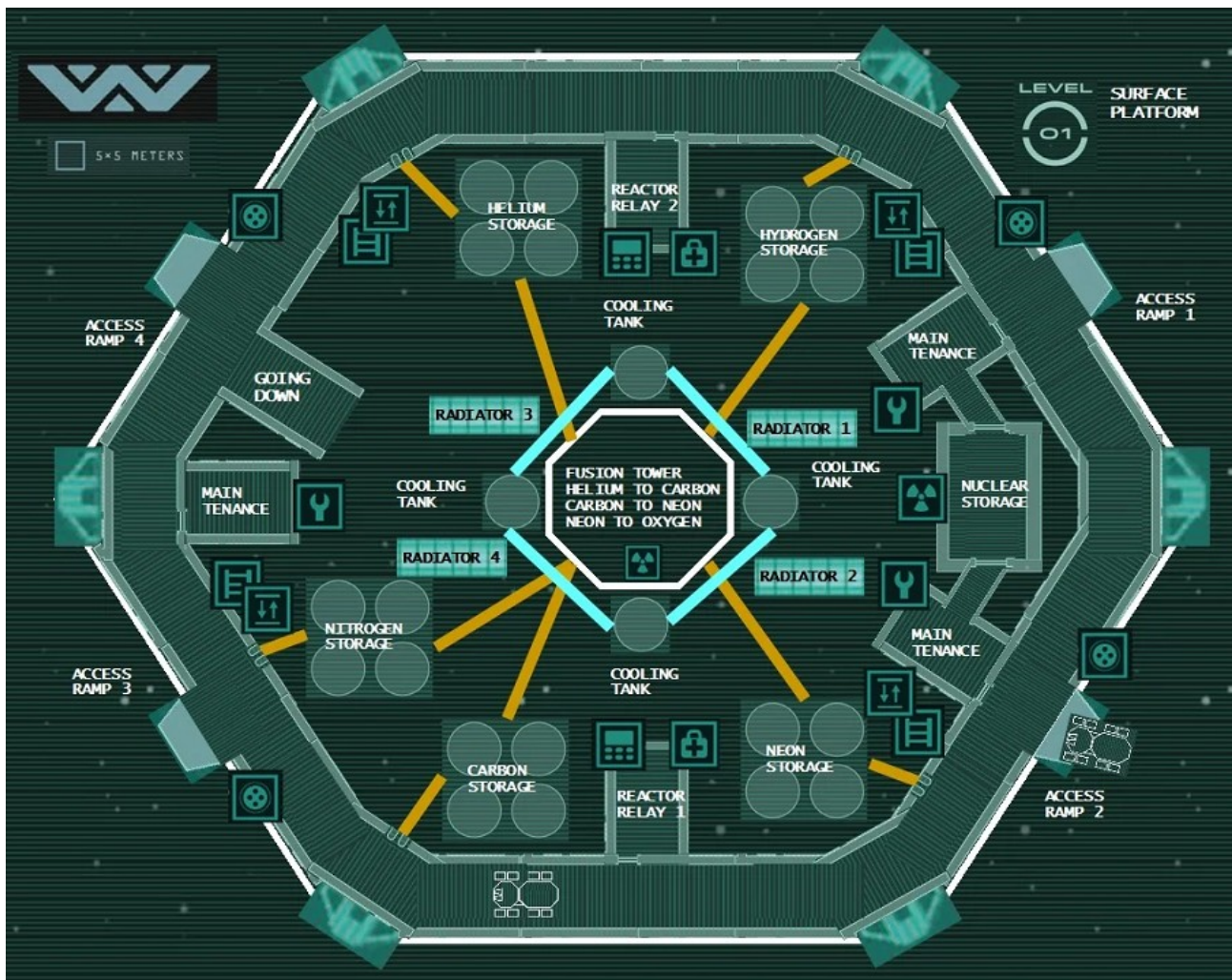
Weyland  
research center

## MAP 2: LV-836 PARADISE COLONY

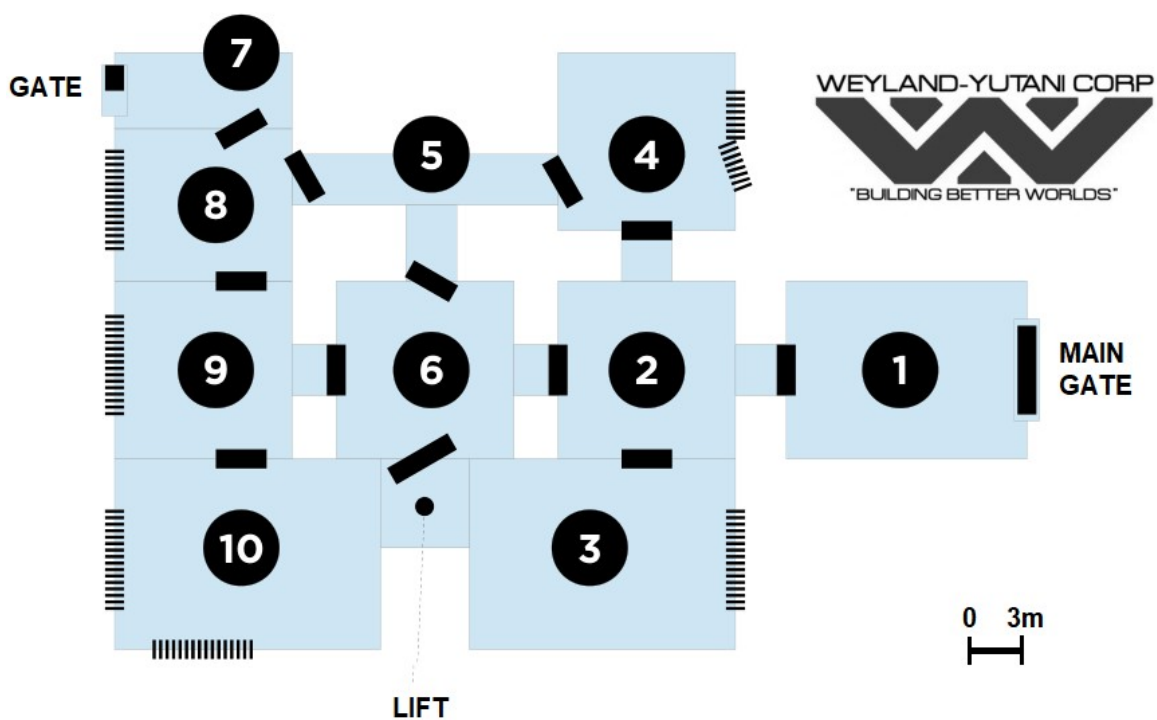




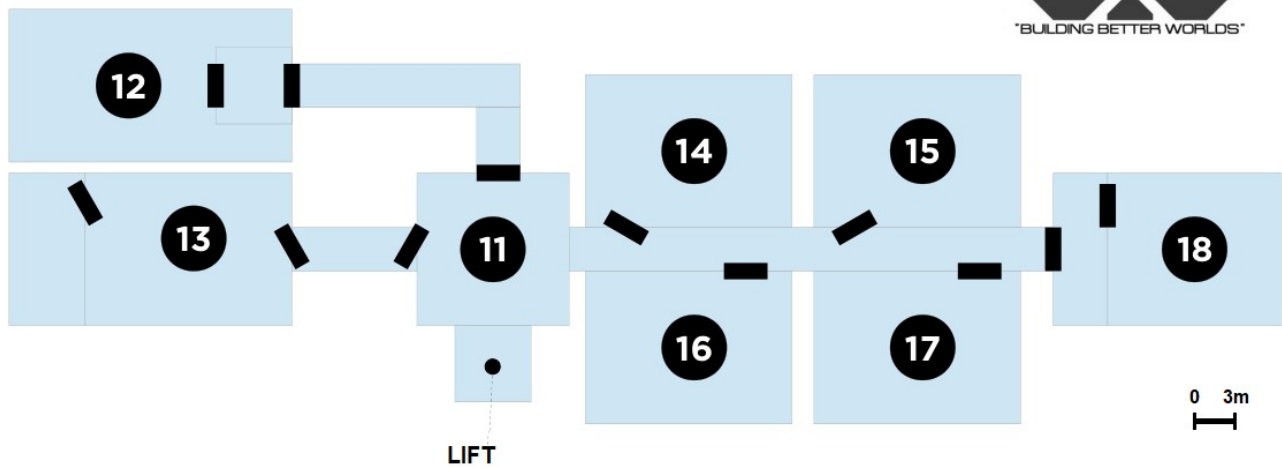
### MAP 3: ATMOSPHERE PROCESSING PLANT



### MAP 4: RESEARCH CENTER - LEVEL 0



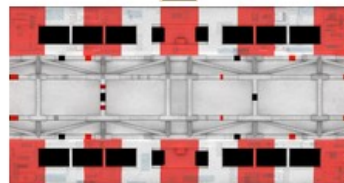
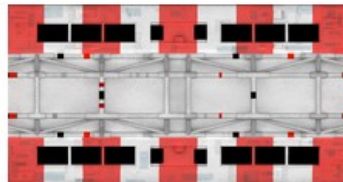
## MAP 5: RESEARCH CENTER – LEVEL -1



## MAP 6: ENGINEER TEMPLE



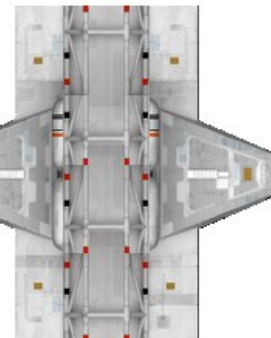
dormitories



canteen



laboratory



quad

0 5m



The Dome

# THE TRAGEDY OF LV-836

by Jeepee

*This scenario is the sequel and conclusion to "The Pandora's Box" (EX04), this jar that, according to mythology, contained all the evils of humanity. Here, the jars from the non-human temple of LV-836, discovered by Weyland researchers, symbolize the mythological jar, and like it, they contain misfortune and death for humanity.*

*This sequel marks an end, but it is clear that other Pandora's boxes await humanity in the dark and remote corners of the universe. And there is no doubt that man will not resist the urge to open them, whatever the cost.*

## KEEPERS INFORMATION 1

### Introduction

In the context of the offensive on LV-836, the NOVEMBER orbited the planet and deployed squads of soldiers into different squads. Each group was ordered to secure strategic installations, including the PARADISE colony.

Within 48 hours of DELTA squadron's deployment, the following events unfolded. DELTA squadron discovered a Weyland-Yutani research center on LV-836. This research center turned out to be the source of a Xenomorph infestation, likely originating from pre-human ruins discovered by Weyland-Yutani archaeologists. The archaeologists were the first to be infected, followed by the colonists.

By the time DELTA squadron arrived, the infestation had already spread throughout the PARADISE colony, with hostile creatures attacking and eradicating all forms of life. An undisclosed number of soldiers and civilians had been killed by the hostile life form. The mission directive, including gathering useful information, especially scientific data, led to the retrieval of three secure crates containing non-human biological samples discovered in a Weyland-Yutani research center. Additionally, six mercenaries from a W-Y recovery team were captured by DELTA squadron and brought aboard for interrogation.

Following Lieutenant MIKHAIL ZUBOV's orders, two nuclear charges were dropped on the PARADISE colony to erase all traces and destroy the Xenomorphic biological form infesting the colony sector. Afterward, the NOVEMBER received orders to leave the operation zone.

## KEEPERS INFORMATION 2

### Aboard the NOVEMBER

The NOVEMBER began its return journey, and the crew returned to hypersleep pods. A Neomorph had hidden in the landing gear brought up from the surface of LV-836.

Over the following weeks, the creature completed a full life cycle, spreading the infestation in the lower decks of the ship in the form of several Neomorph egg clusters and several specimens at different stages of evolution.

After three weeks of travel, the onboard computer detected the Xenomorph presence and woke the crew. Too late. Several crew members were quickly infected. The plague spread rapidly. The crew tried to organize to resist the predators in vain. The medical center was sealed off as the power compartment became a Xenomorph nest, likely due to residual reactor heat. The final showdown occurred on Deck A in the long corridor, an ultimate battle against the monsters. Lieutenant ZUBOV barricaded himself in a cabin. Desperate, he committed suicide. Second Lieutenant ANDREAS WAGNER attempted to blow up the ship: another failure.

Helpless, a handful of survivors managed to barricade themselves in the cryo chambers on the lower deck. With no escape, they entered hypersleep, hoping for hypothetical rescue. Android IRINA GRAVIKOV, following her program, sabotaged her companions' cryo-tubes, eliminating a risk for her mission (to preserve and return any extraterrestrial life of interest to Weyland-Yutani).

Following the emergency protocol, the onboard computer shut down the reactors and all power aboard the NOVEMBER, except for the hypersleep tubes.

The NOVEMBER has been adrift for five months when the players' cryogenic chambers deactivate.

## THE ADVENTURE 1

### Awakening

In the dimly lit cryo chamber, the air hung heavy with an unsettling silence, broken only by the faint hum of machinery. The frosted surfaces of cryo pods revealed signs of decay, a visual echo of the temporal slumber that had enveloped the chamber for an unknown duration. Six figures stirred within the suspended animation, their breath visible in the frigid air as they grappled with the disorientation of awakening.

The PCs, their eyes adjusting to the ambient glow, found themselves trapped in the confines of their cryo pods.



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Memories eluded them, fragments dancing on the periphery of consciousness. The metallic tang of uncertainty pervaded the chamber, and an ominous sense of foreboding settled over their awakening.

Struggling against the lingering tendrils of cryo-induced amnesia, the PCs fumbled to unlock the mechanisms that bound them. The chamber, though seemingly abandoned, harbored an unspoken tension, a feeling that they were not alone in this desolate space.

As the cryo pods hissed open, the characters stepped into an unsettling reality, their senses slowly acclimating to the unfamiliar surroundings. The disorienting emergence from cryo sleep marked the inception of a harrowing journey, one that would unravel the mysteries of the spacecraft and test the limits of their survival.

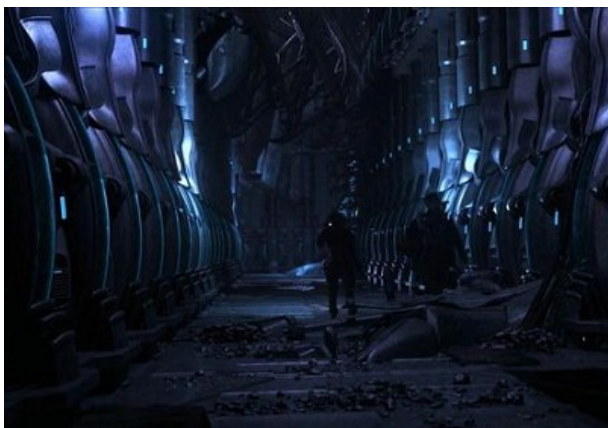
### KEEPERS INFORMATION 3

#### On stage!

Following an electrical malfunction on Deck A, the cryo-pods in Room 11 deactivated and automatically brought their occupants out of suspended animation as a safety precaution.

The cryo-pods in the PCs can be found on the plan of deck A marked with the letter x.

On awakening, the characters are naked, disoriented and cold. They can find their clothes in the lockers provided in the cryo room, but will not find their weapons if they had any.



### KEEPERS INFORMATION 4

#### The November

The air within the ship is frigid, and the initial breaths are almost painful. It carries the scent of an old cellar, a mix of dampness and mildew.

The exhalations form small clouds of vapor, condensing on the metal walls and glass surfaces.

See Map 1: ERC November

#### Deck A

See Map 2: ERC November – Deck A

##### 1. The Bridge

Several consoles and ergonomic seats, mounted on an adjustable system, allow operators – pilot, radar, radio – to position themselves adequately in front of various controls.

Slightly recessed but slightly elevated is the captain's seat, overlooking the bridge. Mid-height, large rectangular portholes provide a view of space, with ultra-thick bulletproof glass to withstand bullets and micro-asteroids. Higher up, screens currently black. In fact, the entire bridge is dead. No lights. Inactive control panels.

##### Idea roll:

Nothing works, and the characters need to descend to the energy center at the stern of the ship to restart the entire system.

##### 2. Control Center

Just below the bridge, accessible through a hatch and a ladder integrated into the wall, the communication room – again, inactive panels – the control room, and a briefing room with a tactical table. Everything is off. No power.

There is a command to open the launch bay (9, Deck C).

##### 3. MU/TH/UR 9000

At the front of the control room, a code-locked door leads to a small space and a console: this is the interface with the onboard computer.

The model is similar to Weyland's MU/TH/UR. Without power, MU/TH/UR is inert. Once restarted, it is possible to query the onboard computer and obtain valuable information.

##### Electronics Systems:

To open the door.

##### 4. Elevators

To access Decks B and C, various elevators must be used. Without power, characters can try to force the sliding doors (Effort roll) and descend along the shaft.

The cabin has a hatch on top for access inside.

##### Agility roll:

To avoid falling.

Once power is restored, the elevators will be functional.

##### 5. Horizontal Corridor

The different ship decks are crossed by a long corridor that stretches the entire length of the ship. It is a fairly wide corridor allowing two people to pass side by side.

The corridor on Deck A is cluttered with all sorts of objects; a bed frame, a chair, a shelf, a bench, all forming a kind of barricade halfway down the corridor. Several doors on the left and right, some closed, others half-open, as if blocked, and a door at the end of the corridor, also ajar. There are also traces of dried blood and brownish mucus on the walls and floor, two StA-52 Assault Rifles, and a StA-18 pistol abandoned in the

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middle of the corridor. On the walls, ceiling, and floor, bullet impacts. Cartridges everywhere. No bodies.

Along the length of the corridor, from the barricade to the elevator near the cryo rooms, large traces of dried blood, as if bodies had been dragged to the elevator whose sliding doors are ajar.

*Deck A was the scene of an extremely violent battle when the neomorphs from Deck B ascended through the elevator shaft and attacked the survivors who were trying to barricade themselves as best they could. Several neomorphs were hit, but it wasn't enough, and soon the last soldiers succumbed or were captured.*

*Lieutenant ZUBOV had managed to take refuge in his cabin and blocked the door; desperate, he eventually took his own life.*

### Listen:

A character might hear a faint hissing and an indeterminate rubbing sound coming from below; impossible to say if it comes from the Deck B corridor, farther away, or below.

### 8a. Living Space

A large living space with several benches, a gaming table, a small library, screens... or what's left of it. The room is ravaged: overturned tables and benches, one of the benches is almost cut in half by bullet impacts, shells everywhere, and under the overturned library, a pulse rifle with one-third of the bullets still in the magazine.

Stuck under a dislodged screen, a torn bulletproof vest, dried blood; the tears in the Kevlar are deep and sharp.

### 8b. Mess Hall

A large mess hall with kitchens, tables, and chairs; chaos here too, traces of blood and strange brownish mucus that is not blood. Bullet impacts, shells, scattered kitchen equipment, pieces of clothing stiffened by dried blood.

### 8c. Dormitories

Large dormitories: bunk beds for the crew and soldiers; a spartan layout designed to maximize space. The NOVEMBER is a troop transport, not a pleasure ship. In both dorms, disorder and bunks are stained with dried blood. The characters also note bullet impacts everywhere and empty magazines and chargers. No bodies, but it's clear that there have been a large number of victims here.

### 8d. Officer Cabins

There are two cabins reserved for officers. In the first, nothing special except that it seems to have been spared. The bunk is made, and on the small desk, a data tablet.

The second cabin is locked. It is possible to force the door with an Electronics Systems skill roll.

In the cabin, the body of a man, a pistol in hand, a hole in the right temple. The man wears an officer's uniform, disheveled and stained with blood, but it's not his own.

His rank indicates that he is an infantry lieutenant of the ERC. On his badge, his name: MIKHAIL ZUBOV.

### 8e. Gym

A gym with some equipment to stay in shape, and again, traces of combat, blood. Some marks leave no doubt: bloody handprints (human).

Under one of the exercise benches, a pistol. In the trigger guard, a finger cut off, totally dried, blackened. The magazine is half-empty.

### 11. Cryo Chambers

Several rows of hyper-sleep pods: all empty. Each room on Deck A contains 50 cryo pods. No signs of violence or combat, just empty cryo tubes, inactive control panels.

Small compartments contain towels and bathrobes. The personal effects of people placed in hyper-sleep are stored in lockers. There are two shower blocks per cryo room.

The characters' cryo pods are in the starboard room (letter x on the plan).

### Spot:

To find two medikits in a storage compartment.

### 12. Reactor Control Room

Reactor control room. Two locked doors, a safety airlock. The characters can force the doors with an energy pack and an Effort roll, but once opened, without power, the doors will remain open. In the room itself, inactive panels and black screens. At the back, an elevator, a closed sliding door. It can be forced.

The elevator is at Deck B level; it can be accessed through a hatch.

### Agility Roll:

To avoid falling and in any case to make noise.



### 13. Reactors

The three ship reactors are completely cold. To reactivate propulsion, the characters must reactivate the energy generator on Deck B, room 14, and then turn on the reactors from the reactor control room, room 12.

### The Airlocks

The port airlock is sealed.

The starboard airlock hangs open to the void; its inner door is locked, but the outer door has been cleanly blown off by an explosion that completely devastated the



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interior of the airlock, blackening the walls; the fire was immediately extinguished by the vacuum of space.

*Survivors managed to isolate a Neomorph in the airlock and threw a grenade at it. The explosion killed the creature and ripped off the outer door. The inner door held, but it is weakened (a one in six chance of failing).*

### Deck B

See Map 3: ERC November – Deck B

#### 5. Horizontal Corridor

Peering through the elevator shaft, one notices that the sliding doors are open, but everything is plunged into darkness.

#### 6. Particle Cannon

#### 7. Communication Antennas

#### 14. Power Center

This vast room houses the ship's generators; they are offline. In the spaces between the generator cylinders and the electric cable braids that power the ship, corpses are trapped in a kind of mucus like an insect in a piece of amber, except the amber is solid. Here, the mucus is solidified in some places and still slightly soft and pliable in others. Lifeless bodies are entwined in this shell, to which pouches, like leather sacks, are attached, and their walls are taut.

#### Electronics Systems or Heavy Machine:

To restart the generators, but first, the characters need to get rid of the two Neomorphs in this room, and they are not alone.

As soon as the characters enter the room, the Neomorphs detect them and begin to move, initially slowly and stealthily, emitting small hisses like a spitting cat. The creatures were in lethargy; the presence of nearby prey has awakened them from their stupor, but they are not yet fully awake.

#### Alertness:

The characters have only a few seconds to react; otherwise, it's a swift and deadly attack.

*The Neomorphs have set up their nursery in the power center, which was one of the rooms where there was still some warmth after the engines stopped.*

If the characters shoot in the generator room, they risk damaging the machines or, worse, causing a leak or explosion. Shots in a confined space (even if the room is large) are never a good idea: a one in six chance that one of the neomorphic egg sacs is hit. If a PC is exposed to the spores, his CON is matched against a POT/16 of the toxin. In case of failure, the PC is contaminated.

#### Occupants:

2x + 2d6 Juvenile Neomorphs

#### 15. SAR Laser Batteries

#### 16. Medical Center

A combination of an infirmary and a hospital, the NOVEMBER's medical center can accommodate about fifteen patients. There is a medlab and sufficient medical supplies to provide care for the wounded brought back from the front.

The door leading to the medical center is locked; the door shows claw marks, as if an animal had tried relentlessly to open it, in vain.

#### Idea Roll:

A character realizes that the door is not only locked but also that the opening mechanism is damaged, as if someone had tried to seal the room.

Impossible to open.

Another solution would be to cut the door with a plasma torch. There is such equipment on their ship.

Inside the medical center, several bodies on the operating tables; semi-solid mucus and pouches of morbid color hanging from dried human remains. The air in the room smells musty and humid; the atmosphere is saturated with moisture. There is a one in six chance that the air pressure drop caused by the characters entering the room triggers the opening of one of the sacs, with a risk of contamination for the characters. If a PC is exposed to the spores, his CON is matched against a POT/16 of the toxin. In case of failure, the PC is contaminated.

*This room was not sealed for nothing. It was sealed by the crew after the first cases of contamination were detected.*

#### 17a. Storage Areas

There are several storage areas on Deck B. In addition to military and logistical equipment, there are food and water supplies that seem intact; in several places behind the containers and crates, the characters discover bodies frozen in semi-mineral mucus and unhealthy-looking pouches, like pus-filled sacks; their walls are flexible and made of a material that resembles leather.

SAN: 0/1D3

#### Effort Roll:

If failed, a character presses too hard on one of these sacs; it tears with a nauseating sound and disperses a cloud of spores into the room. If a PC is exposed to the spores, his CON is matched against a POT/16 of the toxin. In case of failure, the PC is contaminated.

In one of the storage rooms, there are three secure containers, each containing an oblong jar of non-human design. A heavily contaminated black liquid oozes from this jar.

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### Luck Roll:

To avoid contamination when opening the containers. On failure, the PC must matched his CON against a POT/16 of the toxin. In case of failure, the PC is contaminated.

If the characters linger or make noise, a Neomorph from room 14 (power) will slip into the corridor and attack them by surprise.

### 17b. Armory

The NOVEMBER is a military ship; it is therefore normal that there is a well-stocked armory. The characters have probably already found weapons here and there on the ship, but the armory still contains several StA-52 assault rifles, StA-18 pistols, grenades, and magazines. There is also a MOTION TRACKER that could come in handy.

### Spot:

One of the characters lays hands on explosives: a charge sufficient to irreparably damage the ship. The briefcase containing the charge has two slots, one of which is empty. There is a second charge somewhere on the ship.

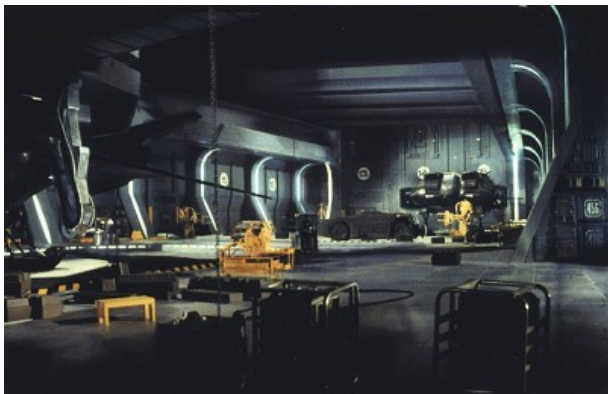
*Andreas Wagner, the second lieutenant, has the missing explosive charge (see 18b).*

### Deck C

See Map 4: ERC November – Deck C

### 5. Horizontal Corridor

The elevator hatch is slightly askew, actually twisted and no longer closing. Its hinges are warped. Moreover, it's riddled with several bullet impacts.



### 9. Cargo Hold and Landing Bay

The hold spans the entire width of the NOVEMBER and can accommodate two armored vehicles and two landers. Currently, there is only one lander. There are also pallets with equipment and a power loader. The lander seems to have suffered; the hull bears numerous bullet impacts, and part of the fuselage is scorched.

The characters can also activate the hold's opening using an emergency panel inside. Opening the hold will cause a general decompression, exposing everything inside to the vacuum of space.

Several lifeless bodies, some horribly mutilated. Soldiers judging by their uniforms and the weapons scattered

near the bodies, some still in the hands of the unfortunate.

SAN: 0/1D3

### Spot:

The uniforms bear name patches that resonate with the PCs: Mikhail Zubov, Sergei Rokossovsky, Piotr Voropaev, Natalya Alexandrov, Xiao Meng, and Hanna Reimer. Delta Squadron has finally met its fate in the landing bay of a troop transport spacecraft...

There are also remains that are not human: astonishing creatures with bulbous heads, reptilian bodies, muscular limbs, and chitinous skin, a long tail ending in a sharp point. The creatures are dead, but their bodies are covered in a mucus with unhealthy leather-like pouches that seem ready to tear and release their vile contents.

The characters are in the midst of their observations when a larger creature emerges from a shadowy corner of the hangar; it resembles its counterparts but is larger and moves on its hind legs. It moves like a feline, hissing and spitting at the characters. It seems ready to pounce. Behind it, three other, smaller creatures wait, growling.

### Occupants:

1x Adult Neomorph, 3x Juvenile Neomorphs

### 10. Tactical Nuclear Bomb Bay

The NOVEMBER initially carries 5 tactical nuclear bombs. Two are missing, dropped on LV-836. The launch command is on the bridge but requires a special authorization from the onboard computer MU/TH/UR.

### Computer Security:

By searching the log, a character can detect that this authorization was hacked to allow the launch.

### 11. Cryo Rooms

According to the plan, there are two cryo rooms on Deck C, identical to those on Deck A. The corridor leading to the cryo rooms is deserted, and the doors are locked.

### Electronics Systems:

To open the doors to both rooms.

In the starboard room, empty capsules except for three occupied by two men and a woman. It is icy in here but healthier than the rest of the ship. A quick glance at the capsule control panels reveals that the occupants are alive and in hypersleep, BUT the energy reserve is critically low. It can be estimated that the capsules would have failed in less than 2 months.

The control panel reveals the identity of the 3 survivors:

- Piotr Voropaev, private
- Hanna Reimer, field medic
- Igor Sokolin, astronaut

In the port room, five people, but only one seems still alive. The other four succumbed, dying in their sleep when their capsules stopped due to lack of energy.

The fifth, a young woman, is indeed alive. It's up to the characters to decide what to do with these survivors.

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They all wear ERC uniforms. Through the transparent sarcophagus windows, stains can be seen on their clothes, possibly dried blood. However, the relative transparency of the hypersleep sarcophagus windows does not allow for more details.

The control panel indicates the identity of the survivor:

- Irina Gravikov

### Spot:

Examining the installation closely, a character can detect that the power cables of the capsules have been cut. The four unfortunate had no chance of survival.

*The survivor in the starboard cryo room is a synthetic. She works for Weyland and has infiltrated the ERC ranks for a long time. Shortly after her companions went into hypersleep, she sabotaged the capsules. Once awakened, she will do everything to leave with the characters and the samples stored in 17a. If the characters are an obstacle, they will be eliminated.*

### 18. Rescue Shuttle Loading Bay

Accessible by a ladder and a narrow vertical conduit, the hold housed a rescue shuttle. It is empty.



### 18b. Rescue Shuttle

The rescue shuttle is docked to the ship, on the forward starboard airlock. It can be accessed via the forward elevator from the control and communications room, below the bridge. The shuttle can also be accessed through the other forward port airlock.

In the corridor between the two airlocks, the body of a man; according to his badge, he is Second Lieutenant Andreas Wagner. He was carrying a loaded weapon but apparently did not have time to use it. His body has been shredded on the spot, and what remains of him lines the walls of the narrow corridor.

Near him, a small box connected to a cylinder and a timer: an unactivated EXPLOSIVE CHARGE.

*Andreas Wagner's plan was to place an explosive charge in the front of the ship, activate the countdown, and quickly leave the area aboard the rescue shuttle. He did not anticipate that a Neomorph had slipped aboard the shuttle with him. He did not have time to put his plan into action.*

There is a Neomorph in the rescue shuttle. It hid in a corner and waited for Andreas to dock the shuttle and

descend into the airlock to attack. After the attack, the Neomorph returned to the shuttle and is still there.

### Occupants:

1x Juvenile Neomorph.

## Loose Ends

The NOVEMBER spacecraft is a labyrinth that the PCs (and players) will gradually discover. Since the PCs have the ship's plans, they are free to explore it as they see fit. It is impossible to predict where they will enter the ship or what their exploration plan will be, especially since they may need to backtrack, seal off certain parts of the ship, or attempt to reach others, such as the energy center, to restore power on board.

Let the players establish their plan and adapt accordingly. They might enter through the drop bay via the small starboard airlock and encounter the adult Neomorph and its offspring directly, or go through the bridge and explore the ship deck by deck, or access the rescue shuttle through the forward port airlock. As the GM, you will likely need to adjust certain points, but don't feel obligated to make things easy for the PCs. Remind the players that escape is always an option.

If the PCs easily overcome the Neomorphs already present on the ship, feel free to stage one of the infected survivors and the spectacular birth of a BLOODBUSTER.

Among the survivors, characters from the second chapter of THE PANDORA'S BOX, who participated in the assault on LV-836, can inform the PCs about the nature of the danger they face, as well as the orders received from the hierarchy to bring back the samples.

After what happened on board, some of them may be inclined to abandon the ship and blow it up with its dangerous cargo.

The end of the scenario is completely unpredictable. Among the ERC survivors who may or may not obey orders, the Weyland synthetic who will sacrifice everything to fulfill her objectives, and the Weyland's promised reward for any xenos sample or information, it is impossible to predict an ending.

Plausible endings include:

- The death of the PCs, either killed by Neomorphs, infected, or killed by survivors. In this case, continue the adventure with the ERC survivors.
- The destruction of NOVEMBER with or without the PCs inside.
- The PCs successfully leave NOVEMBER unharmed, with or without the samples, with or without a Neomorph on board, or possibly infected.
- The surviving PCs flee in the rescue shuttle and go into hypersleep; the last image is a Neomorph egg sac in one of the technical compartments of the shuttle.

## NEW HORIZON, scenario pack EX3.0

- The synthetic manages to get rid of everyone and heads for ANCHORPOINT.

*Anchorpoint Station is a space station established in 2238 as a science station and refueling hub to allow safe passage to and from the Outer Rim.*

*Anchorpoint is a massive station capable of holding over 3000 inhabitants, although it maintains a relatively small permanent resident population. The station is composed of four refinery modules situated around a central core hub. Three of these modules have been converted to habitable space. The fourth module functions as a refinery for processing ores and gases bound for the Frontier colonies.*

*The station layout includes concourses similar to a terrestrial spaceport, and it is known for its dive bars, open mall areas, service androids, and inexpensive entertainment. The ICA operates a Colonial Marshal bureau aboard, and a small contingent of Colonial Marines is stationed in the garrison office in tower four.*

THE END.

## ACKNOWLEDGEMENTS

In this scenario, you will of course recognize the plot of the film *Alien: Resurrection*.

The awakening of the PCs refers to the film *Pandorum*. If you play this scenario as a one-shot, the characters may have lost all their memories due to the 5-month hibernation.

Finally, for background music, I recommend this link:  
<https://www.youtube.com/watch?v=Yk2bpo5paPw>

Happy Christmas 2023!



## APPENDIX A: DRAMATIS PERSONAE

Statistical profiles are gathered here to enable the Keeper to copy or print out these pages separately from the campaign to provide a handy reference when running this chapter.

### PIOTR VOROPAEV

#### ERC Private, aged 30

Piotr Voropaev was born on a ERC colony on the outer rim. He joined the ERC military at a young age. His combat skills and dedication quickly earned him a place in the special forces. Dmitri has participated in various border conflicts with the UEF, earning commendations for his service.

STR:	14	Move:	4
CON:	15	HP:	28
SIZ:	13	Dex SR:	1
INT:	12	DB:	+1D4
POW:	11	SAN:	50
DEX:	14		
APP:	10		
BRA:	14		



ATTACKS:	ROF	A%	PV	DAM
Unarmed Cmbt	1	45	+0	2d3+db

#### Armour:

None

#### Augmentations:

Eye Light System (Cyber), Praying Mantis Sickle (Cyber).

#### Skills:

Alertness 60; Handguns 60; Assault Rifle 70; Close Combat (Knife) 60; Heavy Weapons (Grenade Launcher) 50; Stealth 40; Dodge 50; Survival (Outer Colonies) 60; Language (Russian) 70; First Aid 40; Demolitions 50; Orientation 50.

### HANNA REIMER

#### ERC Field medic, aged 32

Hanna Reimer hails from a medical family on a ERC colony. Her exceptional intelligence and compassion led her to pursue a career as a field medic. She has served in various conflict zones, providing medical aid to wounded soldiers. Hanna's dedication to saving lives has earned her respect among her peers.

STR:	11	Move:	4
CON:	13	HP:	22
SIZ:	11	Dex SR:	1
INT:	16	DB:	+0
POW:	12	SAN:	55
DEX:	14		
APP:	15		
BRA:	13		





## NEW HORIZON, scenario pack EX3.0

ATTACKS:	ROF	A%	PV	DAM
Punch	1	30	+0	1d3+db

### Armour:

None

### Augmentations:

None.

### Skills:

Alertness 40; First Aid (Field Medicine) 70; Medicine (Trauma Surgery) 60; Firearms (Sidearm) 40; Language (Russian) 80; Dodge 50; Orientation: 40; Psychotherapy 50; Biology 50; Survival (War Zones) 60; Stealth 40.

## IGOR SOKOLIN

### ERC Astronaut, aged 35

Igor Sokolin is a seasoned astronaut from the ERC, chosen for his exceptional intelligence and physical prowess. Hailing from a family of scientists, Igor's dedication to space exploration led him to become one of the ERC's top astronauts. His calm under pressure and problem-solving skills make him an asset on any mission.

STR:	14	Move:	4
CON:	15	HP:	22
SIZ:	13	Dex SR:	1
INT:	16	DB:	+0
POW:	12	SAN:	60
DEX:	14		
APP:	12		
BRA:	17		



ATTACKS:	ROF	A%	PV	DAM
Punch	1	60	+0	1d3+db

### Armour:

None

### Augmentations:

None.

### Skills:

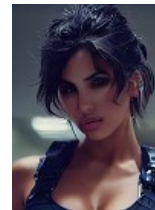
Astrogation 70; Athletics (Zero-G Maneuvering) 60; Science (Astrophysics) 50; Pilot (Spacecraft): 60; Mechanical Repair (Spacecraft Systems): 50; Language (Russian): 70; Astronomy 60; Computer Use 50; Data Analysis 50; Zero-G Combat Training 40.

## IRINA GRAVIKOV

### W-Y android Sleeper Agent

Irina resembles a Caucasian blond woman of about 25 years of age. She is able to mimic human behavior at perfection, she can perfectly reproduce the personality of the person she impersonate. Irina was programmed to protect and safeguard the company's interests. Her behavioral inhibitor has been deactivated to ensure that she eliminates any obstacles to her primary mission.

STR:	16	Move:	4
CON:	14	HP:	26
SIZ:	12	Dex SR:	1
INT:	16	DB:	+1D4
EDU:	18	STA:	90
DEX:	20		
APP:	14		
BRA:	14		



ATTACKS:	ROF	A%	PV	DAM
Grapple	1	60	+0	special

### Armour:

Dragon Hide (Reduces Fire damage by 1d6)

### Augmentations:

Datajack, Dragon hide, Earware, Expert System, Reaction Enhancers.

### Skills:

Dodge 50; Data Analysis 75; Speak Languages 75; Computer Operation 50; Computer Programming 75; Computer Security 75; Electronics Systems 50; Electronics Comms 50; Handgun 50; Rifle 50.

## NEOMORPH, JUVENILE

### Aggressive hunter

After 6 hours, the juvenile Neomorph becomes an adult Neomorph.

STR:	12	Move:	10
CON:	13	HP:	30
SIZ:	17	Dex SR:	3
INT:	04	DB:	+1D4
POW:	06	HF:	0/1D3
DEX:	15		
BRA:	12		



ATTACKS:	ROF	A%	DAM
Bite	1	45	1D6+db (bleeding)
Claw	2	40	1D6+db (bleeding)
Tail	1	30	1D6+db
Grapple	1	40	special

### Armour:

2AP (1AP against fire damage)

### Skills:

Alertness 60, Spot 70.



## NEOMORPH, ADULT

### The Thing that should not be

An adult Neomorph typically dies of natural causes within 24 hours.

STR: 15      Move: 10  
CON: 15      HP: 33  
SIZ: 18      Dex SR: 3  
INT: 06      DB: +1D4  
POW: 06      HF: 0/1D6  
DEX: 15  
BRA: 14



ATTACKS:	ROF	A%	DAM
Bite	1	55	1D6+db (bleeding)
Claw	2	50	1D6+db (bleeding)
Tail	1	40	1D6+db
Grapple	1	50	special

#### Armour:

3AP (2AP against fire damage)

#### Skills:

Alertness 60, Spot 70.

## APPENDIX B: SAMPLE PREGENS

### RYAN MILLER

#### Company Rep, aged 32

Ryan Miller, an ambitious Company Agent, is on a mission to retrieve biological samples and scientific equipment from LV-836 at any cost. With attributes emphasizing intellect and charisma, Miller excels in communication, manipulation, and observation. His hopes for a promotion within the Company hinge on the mission's success, driving him to navigate the challenges of LV-836 with determination and shrewdness.

STR: 10      Move: 3  
CON: 11      HP: 24  
SIZ: 13      Dex SR: 2  
INT: 14      DB: +0  
POW: 16      SAN: 80  
DEX: 12  
APP: 15  
BRA: 13

ATTACKS:	ROF	A%	PV	DAM
Punch	1	35	+0	1d3+db

#### Armour:

Personal Body Armor (4AP)

#### Augmentations:

Cat's Eyes (Bio), Pathogenic Defense (Bio).

#### Skills:

Bribery 55, Seduction 65, Spot 60, Administration 30, Law 40, Computer Operation 50, Data analysis 55, Insight 60, Handgun 40.

## K. MADDUX

#### Mercenary, Ex-Colonial Marine, aged 30

Known for his taciturn nature, K. Maddux is a formidable mercenary and ex-Colonial Marine. With a robust physique and combat expertise, Maddux is tasked with ensuring the mission's security. His skills in ranged and close combat, coupled with medical proficiency, make him a vital asset. His silence hides a wealth of experience gained from facing diverse challenges.

STR: 17      Move: 3  
CON: 14      HP: 29  
SIZ: 15      Dex SR: 3  
INT: 12      DB: +1D4  
POW: 12      SAN: 55  
DEX: 13  
APP: 11  
BRA: 14

ATTACKS:	ROF	A%	PV	DAM
Unarmed Cmbt	1	60	+0	2d3+db

#### Armour:

Combat Body Armor (8AP)

#### Augmentations:

Cyber Safety (Cyber), Earware (Cyber).

#### Skills:

Alertness 65, Armoury 30, Dodge 55, First Aid 50, Hide 60, Stealth 55, Survival 40, Tactics 50, Low/Zero Gravity Operations 45, Knife 40, Handgun 50, SMG 60, Rifle 55.

## S. PETROV

#### Mercenary, Ex-Colonial Marine, aged 35

S. Petrov, a talkative mercenary and former Colonial Marine, joins Maddux in providing security for the mission. Petrov's attributes and skills, including combat proficiency and leadership, contribute to the squad's resilience. Their collective experience ensures they are well-prepared for the dangers that LV-836 may hold.

STR: 14      Move: 3  
CON: 16      HP: 29  
SIZ: 13      Dex SR: 3  
INT: 12      DB: +1D4  
POW: 11      SAN: 47  
DEX: 15  
APP: 11  
BRA: 14

ATTACKS:	ROF	A%	PV	DAM
Unarmed Cmbt	1	50	+0	2d3+db

#### Armour:

Combat Body Armor (8AP)

#### Augmentations:

Macroscopic Vision (Cyber).

## NEW HORIZON, scenario pack EX3.0

### Skills:

Alertness 60, Armoury 35, Command 40, Dodge 50, First Aid 40, Hide 50, Listen 60, Survival 45, Tactics, Low/Zero Gravity Operations 40, Knife 40, Handgun 50, Rifle 55.

## DOCTEUR LI MISHIMA

### Scientist, aged 25

Dr. Li Mishima, a reserved and brilliant scientist, has worked for Weyland for several years. Initially excluded from the LV-836 mission, Mishima's expertise in Comtech, medical skills, and keen observation make her an invaluable addition. She is aware of Weyland's groundbreaking discoveries on LV-836, particularly non-human civilization remnants and live biological samples.

STR: 09      Move: 3  
CON: 13      HP: 25  
SIZ: 12      Dex SR: 3  
INT: 17      DB: +0  
POW: 14      SAN: 70  
DEX: 15  
APP: 14  
BRA: 13

ATTACKS:	ROF	A%	PV	DAM
Punch	1	20	+0	1d3+db

### Armour:

Personal Body Armor (6AP)

### Skills:

Alertness 55, Medicine 55, Biology 40, Xeno-Biology 40, Spot 70, Data Analysis 50, First Aid 60, Survival 45.

## KATHLEEN WESS

### Pilot, aged 38

Known as "Kath," Kathleen Wess is the fearless pilot and owner of the Oberon. Indifferent to corporate and political matters, Wess focuses on her job—transportation. With exceptional agility and piloting skills, she maneuvers the Oberon through the conflicts on LV-836, her daring nature making her a reliable pilot for the mission.

STR: 11      Move: 3  
CON: 13      HP: 24  
SIZ: 11      Dex SR: 3  
INT: 16      DB: +0  
POW: 13      SAN: 80  
DEX: 15  
APP: 12  
BRA: 17

ATTACKS:	ROF	A%	PV	DAM
Punch	1	35	+0	1d3+db

### Armour:

Personal Body Armor (4AP)

### Augmentations:

Attention Coprocessor (Cyber).

### Skills:

Astronomy 60, Computer (Operation) 50, Data Analysis 50, Electronics (Communications, Systems) 45, EVA 40, Pilot (Spacecraft) 75, Low/Zero Gravity Operations 60, Handgun 45.

## BRADLEY APONE

### Technician, aged 40

Bradley Apone, or "Ap," is a grumbling prole, a crew member and laborer on the Oberon. Focused on getting paid, Apone's robust physique and skills in heavy machinery, close combat, and endurance contribute to the crew's capabilities. While he may grumble, Apone is an essential part of the Oberon's crew, awaiting his due compensation.

STR: 14      Move: 3  
CON: 16      HP: 24  
SIZ: 15      Dex SR: 3  
INT: 14      DB: +0  
POW: 09      SAN: 45  
DEX: 13  
APP: 10  
BRA: 11

ATTACKS:	ROF	A%	PV	DAM
Punch	1	35	+0	1d3+db

### Armour:

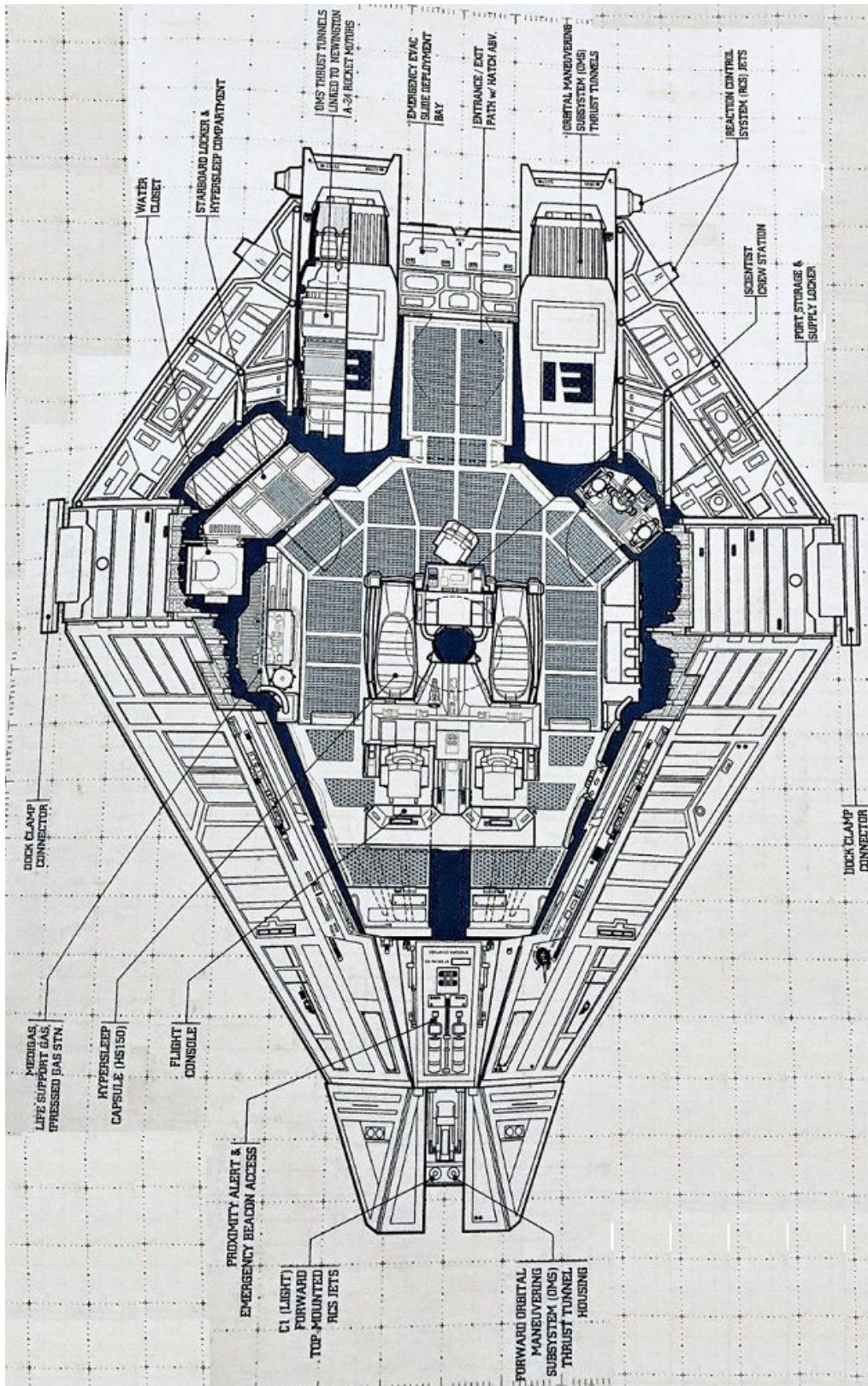
Personal Body Armor (4AP)

### Skills:

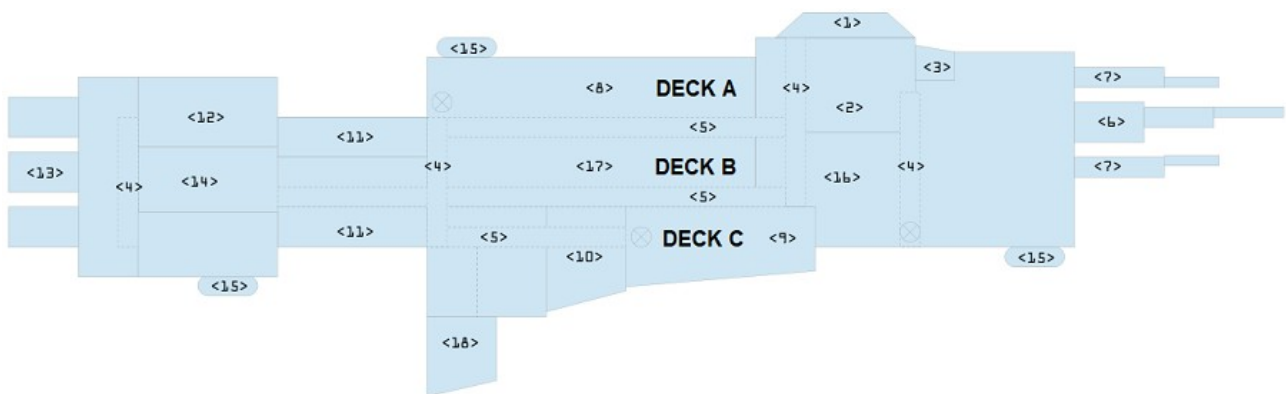
Computer (Operation) 55, Data Analysis 50, Electronics (Systems) 60, Hyper – Dimensional Physics 50, Physics 60, Stardrive Engineering 65, EVA 30, Low/Zero Gravity Operations 30, Knife 40, Handgun 45.

## APPENDIX C: HANDOUTS

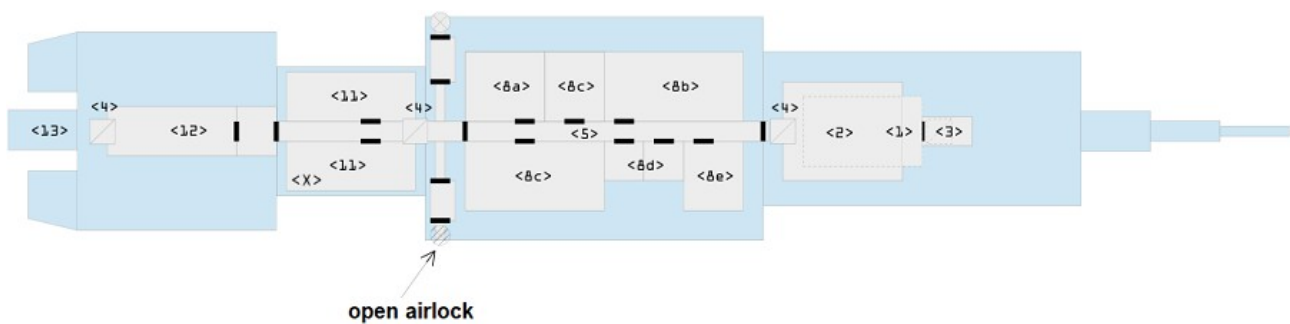
### RESCUE SHUTTLE



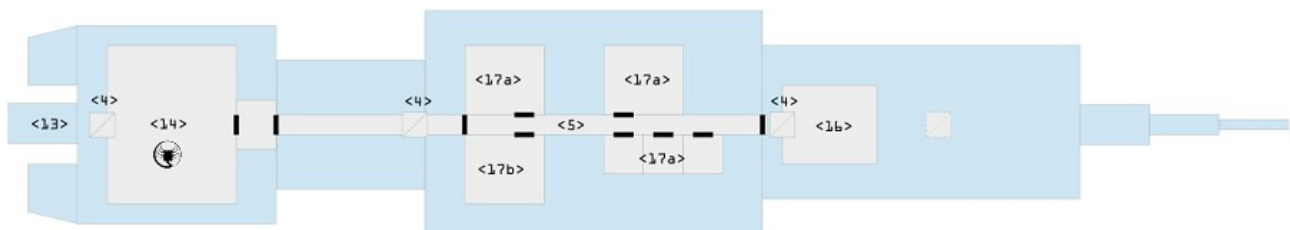
## MAP 1: ERC NOVEMBER



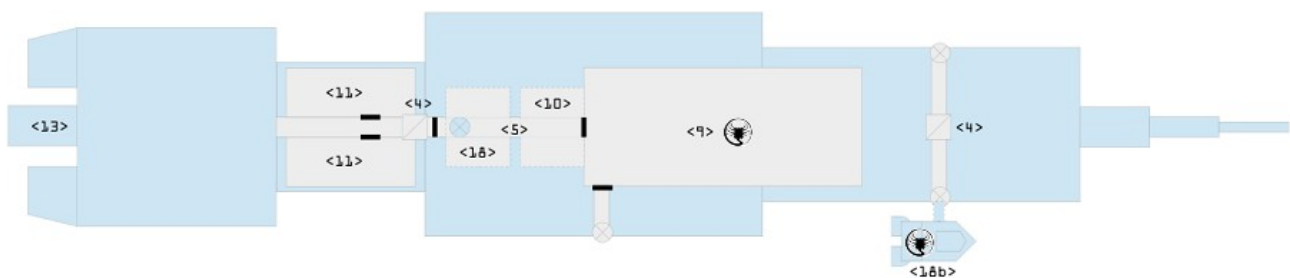
## MAP 2: ERC NOVEMBER – DECK A



### MAP 3: ERC NOVEMBER – DECK B



## MAP 4: ERC NOVEMBER – DECK C





# **Collaborative Open Source Horror Roleplaying In the 23<sup>rd</sup> century**



## **NEW HORIZON**

Questions and comments on our web-based Git-repository manager

<https://gitlab.com/NHcthulhu/NewHorizon>

always contains the latest release



# NEW HORIZON 5.6

<b>NAME</b> _____		<b>Characteristics &amp; Rolls</b>		<b>Hit Points</b>																									
Race _____ Gender _____		<b>STR</b> _____ Effort roll _____ %	Major Wound _____																										
Birthplace _____ Grav. field _____		<b>CON</b> _____ Stamina roll _____ %	<b>DEAD</b> (— _____)																										
Age _____ Height _____ Weight _____		<b>SIZ</b> _____ Damage Bonus _____	<b>0 01 02 03 04 05</b>																										
Profession _____ Wealth _____		<b>INT</b> _____ Idea roll _____ %	<b>06 07 08 09 10 11</b>																										
Employee _____ Rank _____		<b>POW</b> _____ Intuition roll _____ %	<b>12 13 14 15 16 17</b>																										
<b>INSANITIES</b> Temp. Insane _____ Indef. Insane _____		<b>DEX</b> _____ Agility roll _____ %	<b>18 19 20 21 22 23</b>																										
<b>CORRUPTION</b> _____ % Traits _____		<b>APP</b> _____ Charisma roll _____ %	<b>24 25 26 27 28 29</b>																										
<b>PLAYER</b> _____		<b>BRA</b> _____ Fortitude roll _____ %	<b>30 31 32 33 34 35</b>																										
		<b>MOV</b> _____	<b>36 37 38 39 40 41</b>																										
<b>Skills</b>																													
<b>Combat</b> bonus (____) _____		<b>Mental</b> bonus (____) _____	<b>Perception</b> bonus (____) _____																										
<input type="checkbox"/> Airborne Assault (01%) _____ %		<input type="checkbox"/> Administration (10%) _____ %	<input type="checkbox"/> Alertness (10%) _____ %																										
<input type="checkbox"/> Brawl (25%) _____ %		<input type="checkbox"/> Appraise (15%) _____ %	<input type="checkbox"/> Alien Environments (01%) _____ %																										
<input type="checkbox"/> Garrote (15%) _____ %		<input type="checkbox"/> Anthropology (05%) _____ %	<input type="checkbox"/> Insight – psychology (05%) _____ %																										
<input type="checkbox"/> Gunnery (05%) _____ %		<input type="checkbox"/> Archaeology (05%) _____ %	<input type="checkbox"/> Listen (25%) _____ %																										
<input type="checkbox"/> Heavy Weapon _____ %		<input type="checkbox"/> Astrogation (00%) _____ %	<input type="checkbox"/> Orientation (10%) _____ %																										
<input type="checkbox"/> Martial Arts (01%) _____ %		<input type="checkbox"/> Astronomy (05%) _____ %	<input type="checkbox"/> Read Lips (01%) _____ %																										
<input type="checkbox"/> Powered Armour (00%) _____ %		<input type="checkbox"/> Biochemistry (05%) _____ %	<input type="checkbox"/> Recon (10%) _____ %																										
<input type="checkbox"/> Street Combat (05%) _____ %		<input type="checkbox"/> Biology (05%) _____ %	<input type="checkbox"/> Research (25%) _____ %																										
<input type="checkbox"/> Zero G Combat (00%) _____ %		<input type="checkbox"/> Chemistry (05%) _____ %	<input type="checkbox"/> Spot (25%) _____ %																										
<b>Communication</b> bonus (____) _____		<input type="checkbox"/> Computer Operation (05%) _____ %	<input type="checkbox"/> Survival (05%) _____ %																										
<input type="checkbox"/> Bargain (05%) _____ %		<input type="checkbox"/> Computer Program. (05%) _____ %	<input type="checkbox"/> Track (10%) _____ %																										
<input type="checkbox"/> Bribery (05%) _____ %		<input type="checkbox"/> Computer Security (05%) _____ %	<b>Physical</b> bonus (____) _____																										
<input type="checkbox"/> Command (05%) _____ %		<input type="checkbox"/> Data Analysis (05%) _____ %	<input type="checkbox"/> Climb (40%) _____ %																										
<input type="checkbox"/> Disguise (01%) _____ %		<input type="checkbox"/> Field Fortifications (10%) _____ %	<input type="checkbox"/> Combat Helicopter Pilot (00%) _____ %																										
<input type="checkbox"/> FastTalk (05%) _____ %		<input type="checkbox"/> First Aid (30%) _____ %	<input type="checkbox"/> Combat Driver (01%) _____ %																										
<input type="checkbox"/> Intimidation (10%) _____ %		<input type="checkbox"/> Forbidden Science (00%) _____ %	<input type="checkbox"/> Combat Pilot (Atm.) (00%) _____ %																										
<input type="checkbox"/> Persuade (05%) _____ %		<input type="checkbox"/> Geology (01%) _____ %	<input type="checkbox"/> Contragravity Harness (00%) _____ %																										
<input type="checkbox"/> Seduction (10%) _____ %		<input type="checkbox"/> Hyper-Dim. Physics (00%) _____ %	<input type="checkbox"/> Dodge (DEX x2) _____ %																										
<input type="checkbox"/> Status (15%) _____ %		<input type="checkbox"/> Law (05%) _____ %	<input type="checkbox"/> Drive (_____) _____ %																										
<input type="checkbox"/> Torture (15%) _____ %		<input type="checkbox"/> Medicine (05%) _____ %	<input type="checkbox"/> EVA (05%) _____ %																										
<b>Manipulation</b> bonus (____) _____		<input type="checkbox"/> Occult (05%) _____ %	<input type="checkbox"/> Freerunning (05%) _____ %																										
<input type="checkbox"/> Armoury (01%) _____ %		<input type="checkbox"/> Other Language (01%) _____ %	<input type="checkbox"/> Hide (10%) _____ %																										
<input type="checkbox"/> Combat Engineering (00%) _____ %		<input type="checkbox"/> Planetary Engineering (05%) _____ %	<input type="checkbox"/> Jump (25%) _____ %																										
<input type="checkbox"/> Conceal (15%) _____ %		<input type="checkbox"/> Physics (05%) _____ %	<input type="checkbox"/> Jump Belt (00%) _____ %																										
<input type="checkbox"/> Demolition (01%) _____ %		<input type="checkbox"/> Psychotherapy (01%) _____ %	<input type="checkbox"/> Low/Zero Gravity Ops (10%) _____ %																										
<input type="checkbox"/> Electronics Comm. (05%) _____ %		<input type="checkbox"/> Stardrive Engineering (00%) _____ %	<input type="checkbox"/> Marine Craft (10%) _____ %																										
<input type="checkbox"/> Electronics ECM (01%) _____ %		<input type="checkbox"/> Starship Battle (00%) _____ %	<input type="checkbox"/> Parachute Assault (00%) _____ %																										
<input type="checkbox"/> Electronics Systems (01%) _____ %		<input type="checkbox"/> Strategy (01%) _____ %	<input type="checkbox"/> Pilot Atmospheric (00%) _____ %																										
<input type="checkbox"/> Fine Manipulation (05%) _____ %		<input type="checkbox"/> Streetwise (05%) _____ %	<input type="checkbox"/> Pilot Aerospace (00%) _____ %																										
<input type="checkbox"/> Forensics (00%) _____ %		<input type="checkbox"/> Tactic (01%) _____ %	<input type="checkbox"/> Pilot Spaceship (00%) _____ %																										
<input type="checkbox"/> Forgery (05%) _____ %		<input type="checkbox"/> Xeno-Archeology (01%) _____ %	<input type="checkbox"/> Scuba (00%) _____ %																										
<input type="checkbox"/> Hardware (_____) _____ %		<input type="checkbox"/> Xeno-Biology–Ecology (01%) _____ %	<input type="checkbox"/> Stealth (10%) _____ %																										
<input type="checkbox"/> Heavy Machine (01%) _____ %		<input type="checkbox"/> Xeno-Medicine (01%) _____ %	<input type="checkbox"/> Swim (25%) _____ %																										
<input type="checkbox"/> Sleight of Hand (05%) _____ %		<input type="checkbox"/> Xeno-Zoology (01%) _____ %	<input type="checkbox"/> Throw (25%) _____ %																										
<b>Sanity / Stability / Humanity</b>																													
<b>INSANE</b> <b>0 01 02 03 04 05 06 07 08 09 10 11 12 13 14 15 16 17 18 19 20 21</b>																								<b>Power Points</b>					
<b>22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46</b>																								<b>UNCONSCIOUS</b> <b>0 01 02 03 04 05 06</b>					
<b>47 48 49 50 51 52 53 54 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72</b>																								<b>07 08 09 10 11 12 13 14 15 16 17 18</b>					
<b>73 74 75 76 77 78 79 80 81 82 83 84 85 86 87 89 90 91 92 93 94 95 96 97 98</b>																								<b>19 20 21 22 23 24 25 26 27 28 29 30</b>					
																								<b>FOCUS</b> _____					

# NEW HORIZON 5.6

Melee Weapons							
Weapon type	Attack/Parry	damage	range	# attacks	length	hand	HP
<input type="checkbox"/> Fist (50%)	____ / ____ %	1D3+db	touch	1	close	1h	n/a
<input type="checkbox"/> Grapple (25%)	____ / ____ %	special	touch	1	close	2h	n/a
<input type="checkbox"/> Kick (25%)	____ / ____ %	1D6+db	touch	1	close	0	n/a
<input type="checkbox"/> Head (10%)	____ / ____ %	1D4+db	touch	1	close	0	n/a
<input type="checkbox"/> Brawl (25%)	____ / ____ %	1D3+db	touch	1	close	1h	n/a
<input type="checkbox"/> Garrote (15%)	____ / ____ %	1D6+db / round	touch	1	close	2h	n/a
<input type="checkbox"/>	____ / ____ %						
<input type="checkbox"/>	____ / ____ %						
<input type="checkbox"/>	____ / ____ %						

Firearms							Armor	
Weapon type	weapon	ROF	damage	range	Ammo	Fail	Armor type	
<input type="checkbox"/> Handgun (20%)		_____ %					AP	_____
<input type="checkbox"/> Shotgun (30%)		_____ %					ENC	_____
<input type="checkbox"/> Rifle (10%)		_____ %					Rad. Shield	_____
<input type="checkbox"/> Machine Gun (15%)		_____ %						
<input type="checkbox"/> Heavy Wpns (10%)		_____ %						
<input type="checkbox"/> Energy Wpns (10%)		_____ %						

Nanoware		Bioware		
Nanoware type	augmentation	Bioware type	augmentation	SAN

[illegible]

Luck								OUT OF LUCK		0	01	02	03	04	05	06	07	08	09	10	11	12	13	14	15	16	17	18	19	20	21	22	23			
24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53	54	56	57	58	59	60	61
62	63	64	65	66	67	68	69	70	71	72	73	74	75	76	77	78	79	80	81	82	83	84	85	86	87	89	90	91	92	93	94	95	96	97	98	99

**For space is dark  
... and full of terrors**



**New Horizon is a game  
about humanity's spread  
into our solar system  
and the horrors we  
discover as we go there.  
It is an exciting mix of  
Blade Runner universe,  
Aliens movies,  
Lovecraftian horror and  
hard science-fiction.**

**NEW HORIZON**  
**Scenario Pack EX 3.0**